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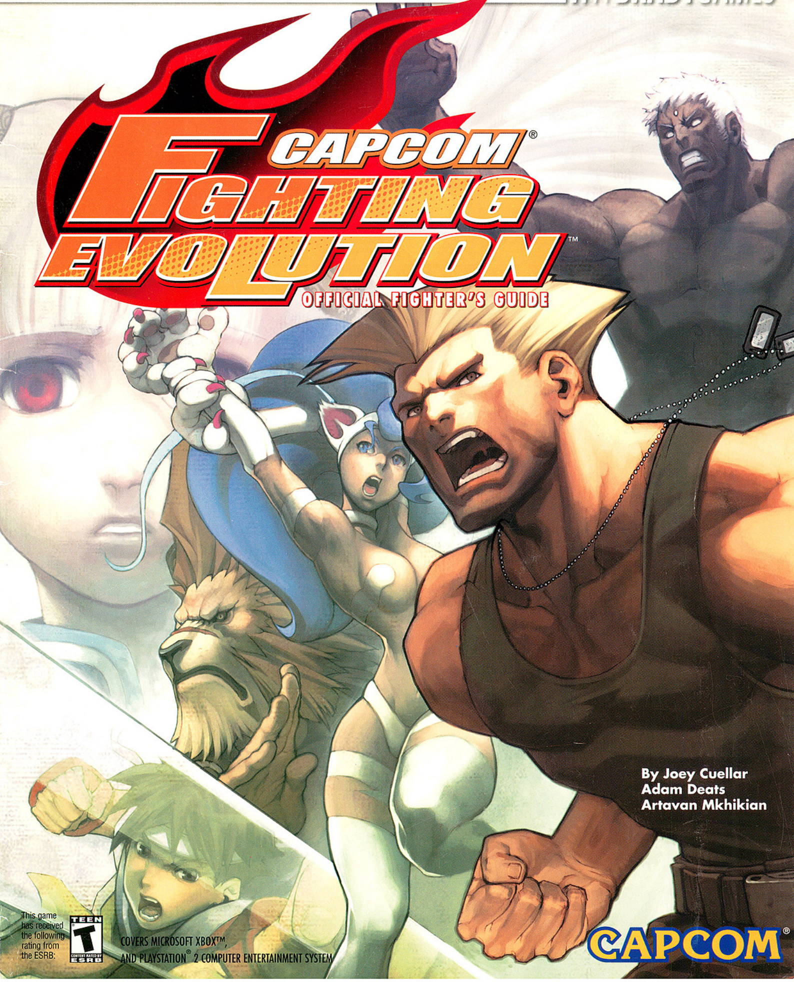

CAPCOM® FIGHTING EVOLUTION™

OFFICIAL FIGHTER'S GUIDE

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Adam Deats
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This game has received the following rating from the ESRB: TEEN T CONTENT RATED BY ESRB

COVERS MICROSOFT XBOX™,
AND PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

CAPCOM®

CAPCOM FIGHTING EVOLUTION™

OFFICIAL FIGHTER'S GUIDE

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GAME BASICS

INTRODUCTION TO FIGHTING GAMES

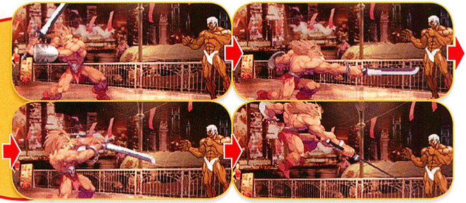
This section is devoted to fans of Capcom Fighting Games around the world. Whether this is your first time here, or you are a seasoned veteran, this is a great compendium of concepts. Contained in this playbook are beginner strategies, hard-earned tidbits of knowledge, and useful tournament information that can keep you on top of your game. Use this part of the guide to see what you know, and don't know, so you can improve in the areas where you're lacking.

BASICS

If you are brand new to the Capcom series of fighting games, this should be a great introduction to winning methods. If you already know how to play most Capcom fighting games, you can skip ahead to the advanced section.

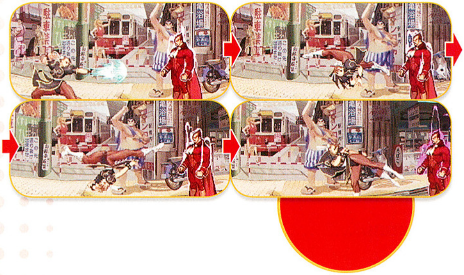
NORMAL MOVES

Normals are attacks that are executed with just the press of a button. There are several kinds of normal attacks. Standing normals are executed with no controller input. Crouching normals are performed by holding down on the controller and pressing an attack button. Finally, jumping normals happen when you are airborne after pushing the controller up and pressing an attack button. Normals are used for both offense and defense. Offensively, they are used in poking (which will be explained later) and for combos. Defensively they are used to stop your opponent's attacks, prevent someone from jumping in, and—with proper timing—to counter anything your challenger is trying to do. Some normals (like Ryu's Standing Hard Punch) act differently when done up close or farther away. At a distance, the move is a straight punch. When done close up, it turns into an uppercut. When you learn which normals are changed at different ranges, you will be a much better fighter.



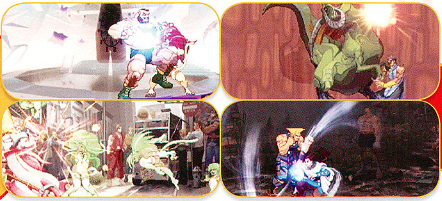
SPECIAL MOVES

Special moves are done by doing a more elaborate controller motion and pressing the proper attack button simultaneously (such as Ryu's Hadoken), tapping the correct button rapidly (Chun Li's Hyakuretsu Kyaku), or by charging and using a button (Guile's Sonic Boom). Charging involves holding a specific direction for a length of time, usually around two seconds, then moving the controller in the opposite direction and pressing an attack. Special moves generally have much higher priority than normals and special normals but, if timed poorly, they can be beaten and/or countered in a number of ways.



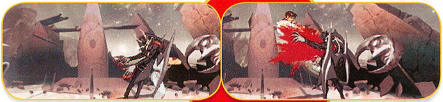
SUPER ATTACKS

Super attacks are performed in a variety of ways, and they vary by character. Super attacks generally have the highest priority of any moves, but can often still be stopped, countered, or otherwise nullified by a well timed poke. Many beginners tend to try to use a super attack as soon as one has built up. Do not do this. Depending on your character, it may be a while before you build up to another one, and most seasoned players expect a super to come out from a beginner and will punish it in the meantime. There are two types of super attacks. There are grab-type super moves (like Zangief's Final Atomic Buster) that are unblockable and must be dodged, or otherwise avoided. There are also physical-type super attacks (be it a super projectile, or a rushing attack of some kind) that can be blocked, but can also be added as a part of a combo.



THROWS

Throws are performed by pressing LP and LK at the same time with the option of holding → or ←. The type of throw depends on whether or not a direction was used to perform it. Throws are unblockable, and some fighters have the ability to throw even while in the air. There is a way to prevent the damage inflicted by throws, known as tech throwing. If a player (whose character is being thrown) also presses LP + LK at the beginning of the throw animation, their character will break it with no penalty.



BLOCKING

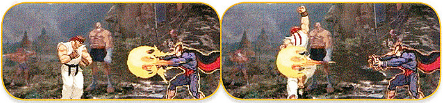
There are several ways to block, and understanding each of them is critical to your survival. Blocking is done by simply holding back ← on the controller. When you block like this it is a standing block, which defends against all high and mid range attacks, but leaves you open for low attacks. To block low attacks, hold down and back on your controller ↙ to go into a defensive crouch. Be aware however, that you will be totally exposed to all jumping attacks when blocking low. In addition, when blocking low, you will be susceptible to overhead attacks. While blocking, your character takes no damage at all from normals or special normals. However, if a special move or super attack connects with you as you block, you still lose a small fraction of the total amount of life the attack would normally deal. This is known as "chipping" and cumulatively, this is an excellent way to wear down a blocking opponent. The only other way to hurt a blocking foe is to throw them. Throws are unblockable and can't be ducked.

BLOCK STUN

Blocking is a very important part of the game. When you block, you are pushed a small distance back, while still in the block animation frames. These frames are commonly known as block stun. When in block stun, you are unable to do anything. Block stun can last from almost no time at all to nearly a half a second, depending on a variety of factors, such as the type of attack you blocked, its power, etc.

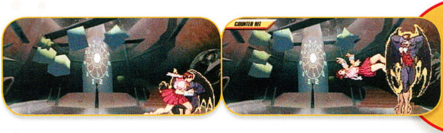
INVINCIBILITY

Some moves have the side effect of endowing partial or temporary invincibility to their users. For instance, Ryu's Shoryuken is invincible on the way up. If timed correctly, it can pass completely through projectiles with no damage dealt. Some super attacks, like Felicia's Please Help Me, have invincibility built in as well. If the first cat of this attack connects, then anything following (that might have hit Felicia during the time the move is being performed) will miss her completely.



REVERSALS

Reversals occur when a special or super move is performed in the first instant after recovering from hit stun, block stun, knockdown, aerial hit stun, or throw tech. Using a Reversal attack with invincibility (such as Demitri's Demon Cradle) leaves no vulnerable gaps and can be used to stuff an opponent's attack. Learning the proper timing and use of a reversal is an integral part of becoming an expert player.



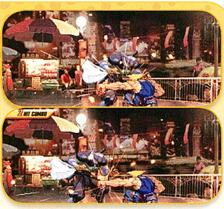
COMBOS

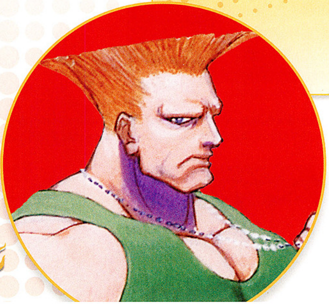
Combos are defined as a sequence of attacks that are performed in combination with each other. After the first hit of a combo successfully connects, the rest of the hits are guaranteed to connect in a totally unblockable fashion, so long as they continue to be properly timed. Combos can range from a simple jumping HK to crouching HK (two-hitter) to a massive combo involving multiple super attacks and a ton of hits. Combos tend to deal more damage to an opponent than single hits dish out, and also push an opponent into a corner, or otherwise less desirable position on the stage. They are also a good way to deal chip damage if the sequence is blocked.

LINK COMBOS

Link combos are some of the most basic, yet useful, types of combos in the game. Link combos consist of doing an attack, then doing another attack immediately after the animation for the first attack is finished. An example would be Guile's crouching MP, crouching MP combo—press the second MP after the first connects, but before the opponent recovers.

Guile can link a crouching MP into another crouching MP if you are fast enough. With enough practice, you will be able to connect this link every time.

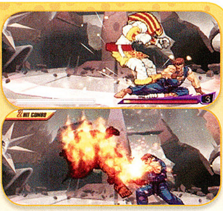




CANCEL COMBOS

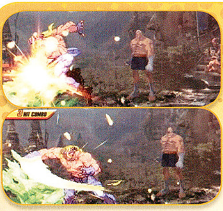
Another type of combo is the cancel combo. The most basic cancel combos consist of a normal move and a special move or super move. To perform one, do a normal move first, then as it is hitting, input the special move command. This "cancels out" the remainder of the animation for the normal, and goes right into the special. Not all normal moves can be cancelled by all specials. Learning the moves that can be cancelled is an important part of mastering a character.

Using Ryu, do a crouching MK, and as soon as it connects, perform his Hadoken motion. It will stop the crouching MK after it connects, and throw a Hadoken for a two hit combo.



JUMP IN COMBOS

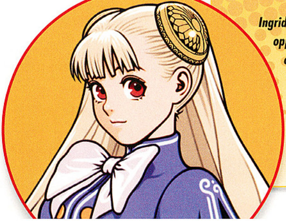
A jump in combo begins in the air with either a jumping normal, special normal, or special move done in the air, which stuns the opponent long enough for you to begin a link combo or cancel combo after you land. Using Ryu once more, try a jumping HK, and as soon as you land, do the crouching MK canceled to Hadoken described earlier. If done correctly, it will be a three hit combo instead of two. Jumping combos can be stopped by a high block, but a character that is caught ducking will be wide open to a jump in.



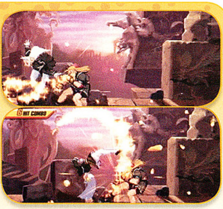
Alex can perform a jump in Combo with HP, close standing MK, followed with a LP Flash Chop for a three hit combo!

CROSS UP COMBOS

When performing a jump in, it's important to note that, depending on the type of attack used and the distance involved, you will sometimes land BEHIND your opponent and still hit them. This is known as a cross up. Cross ups confuse your opponent, making them unsure of which direction to block, as well as knocking them TOWARD your character as you land, rather than farther away. Since most combos push an opponent further and further away until they are out of range, this special feature of the cross up technique makes these combos among the most dangerous in the game.

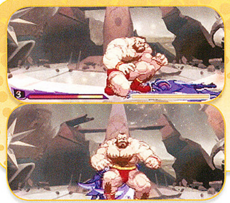


Ingrid has no problem crossing up an opponent with her HP. Then, she can go from her crouching MK, into her Sunrize.



WAKE UP GAMES

After scoring a knockdown, most players attempt either a cross up attack or a meaty attack. An attack performed early against a rising opponent, so that it hits later than its first active frame, is referred to as "meaty." The goal is to connect just before the attack animation finishes, lengthening the attacker's frame advantage to create more follow-up options. "Frame advantage" is an umbrella term for "hit advantage" and "blocked advantage," both explained below. Because of the prominence of such offensive tactics, a lot of novice players that have learned how to wake up into an attack tend to do it without thinking. Veterans will anticipate this by blocking their wake up attack and pummeling them afterward. Learn the proper time and the correct attacks to use on wake up, and scare your opponent away from pressuring you as you recover.

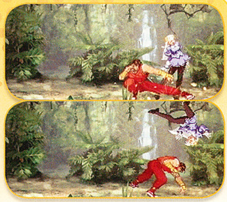


Jedah, when grounded, can make an opponent guess where he is going to recover. By using front or back move rising, he can slide along the ground in either direction, or just choose to stand straight up. This will severely put a dent in your opponent's plans to get a free hit.

TICK THROW

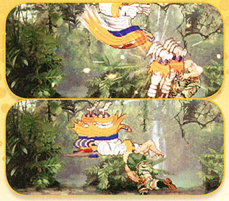
Tick throws are very hard to avoid. The easiest definition of a tick throw is when you "tick" your opponents into block stun with a light attack, and then proceed to throw them quickly. Performing a counter move immediately from block stun is often very tricky, which makes tick throwing one of the most difficult techniques to counter.

Guy's walking speed is extremely fast, so attack an opponent with a crouching LK, then immediately move forward and use a throw. Some players consider this tactic "cheap," and tick-throwing should be used with caution.



SACRIFICE THROW

Sacrifice throwing is an important part of the game to anyone who uses a character with a command grab as a special. With a sacrifice throw, you deliberately allow yourself to be hit in order to grab, or throw, your opponent. When doing sacrifice throws, it's important to know how much life you have relative to an opponent, and to be sure that you'll actually come out ahead in the exchange.

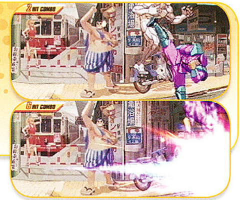


If your opponent likes to attack early in the air to get priority, you can walk into this attack, then immediately throw because they cannot perform another attack in the air until they land.

CORNER COMBOS

A corner combo is simply defined as a combo performed against an opponent in the corner. It sounds simple, but when done properly, a corner combo is by far the most devastating type of combo in Capcom Fighting Evolution. If an opponent is up against the "wall" in the corner, they can not be pushed out of range by knockdown attacks, throws, projectiles, or juggle hits, leading to all sorts of corner-only nastiness.

M. Bison can use his neutral throw to propel an opponent into the corner. If the throw was done anywhere else on the screen, you could not connect a jumping MP after the throw. But, when an opponent is cornered, M. Bison can juggle after the neutral throw with jumping MP.



POSITIONING

Next we will talk about positioning. This is crucial for knowing when to use which move, how far your attacks will go, and where you need to stand relative to your opponent to be successful.

RANGES

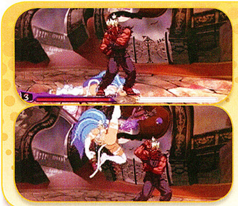
There are three general types of ranges in Capcom Fighting Evolution. First, we have "close" range. Close range is defined as anywhere from face-to-face to about 1/4 of the screen away. Most throws and grab special moves must be done in close. Next, we have "medium" or "mid range." This is generally about 1/2 a screen or so away. Many pokes are ineffective at this range and beyond, but mid range is the best possible range to be at for anti air attack timing. Finally, there is "far," which is about 3/4 or more of a screen away. The only attacks that hit at this range tend to be projectiles, body-hurling specials, and some super attacks. This is usually the ideal range for a turtle-style player.

ADVANCED TACTICS AND TRICKERY

This section is devoted to being tricky and doing things that your opponent wouldn't expect. The trickier you are, the more likely you will be able to win. It might be something simple as using a tick-throw setup, or as advanced as playing mind games.

WAKE UP

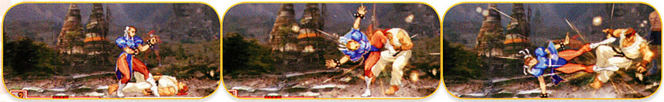
Each character goes through a set number of animation frames when rising from a knockdown, during which they are completely invincible. Performing an attack on the very first frame following this period is known as a wake up. When timed correctly, there will be no idle standing frames between rising and attacking. If mistimed, however, the attack will not come out, or there will be a dangerous gap before the attack.



Felicia can use her Delta Kick as a wake up attack. Because her Delta Kick is also her Guard Cancel move, she has an added failsafe in case the command is imput too late and is forced to block an attack first.

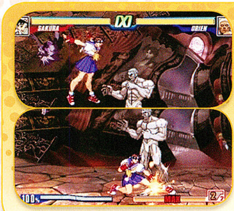
MEATY ATTACKS

During wake up situations it's important to time the starting attack to a combo so that it is fully extended into your opponent just before they stand up. This ensures that the attack will meet your opponent as they wake up with no gaps in-between your opponent standing up and your attack that will allow your opponent to easily counter your offense. Furthermore, some attacks can be done so early in wake up situations that they will hit on a much later frame then normal, giving you more frame advantage to work with after the attack recovers, and allowing you to do combos that aren't normally possible. Chun-li's close standing HK already has a +8 frame advantage after it hits. Although this is already a massive amount of frame advantage to work with, crouching HK normally is not fast enough to link after this move. If however you do close standing HK very early on wake up, timed so that your opponent stands into the move on a much later frame then normal, you can get some of the attack's recovery and gain more frame advantage out of the attack. This allows Chun-li to have enough time to link a crouching HK after it.



EMPTY JUMP

Empty jumping is a very tricky thing that your opponent may not anticipate. An empty jump is simply jumping in without performing an attack. This can make your opponent stand up, expecting to block an attack, and be left confused when the expected attack is not forthcoming. If done as a surprise, this can lead to a combo that begins with a low hit and continues from there.

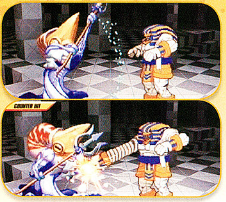


Sakura can use empty jump to her advantage. Jump in not using an attack, then when you land, use a crouching LK, followed by another crouching LK, a standing LK, and follow this up with Sakizakura Ken for an awesome eight hit combo!

POKING

Poking is one of the most important aspects of Capcom Fighting Evolution. Poking is the ability to stick out relatively rapid, safe attacks that give opponents little chance of a counterattack. Poking keeps pressure on your opponent while giving you the ability to tack on a combo if the poke does happen to hit. Many beginners will simply use their hard attack buttons and neglect the lights and mediums. Don't do this. Hard hits usually require more recovery time, and are not the best moves to poke with.

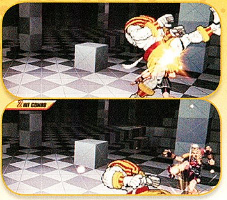
Anakaris has a great poking game. He has several attacks that can almost reach full screen and can keep the opponent at bay. Using LP with Anakaris is extremely fast and can stop whatever an opponent throws out.



OVERHEAD ATTACKS

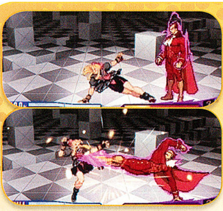
An overhead is a ground-based attack that can not be blocked low. Once again, we refer to Ryu. His → + MP is an overhead attack and must be blocked standing. It can lead to many different combos against an overly defensive opponent, as well as causing confusion and errors. Use these to keep your attack patterns unpredictable.

Anakaris can combo off of his overhead attack using → + MK followed by crouching HK for a quick two hit combo.



FOOTSIES

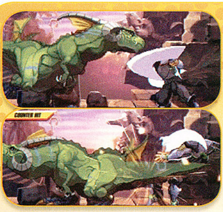
Footsies play an important part in any 2-D fighting game. When watching two expert players going head to head, you will often see them dancing back and forth throwing out light attacks in an effort to catch and punish their opponent. This is known as "playing footsies." Footsies are used primarily to bait out an attack and then punish it when it whiffs. Footsies are an important part of the mind games that are necessary to score wins against skilled players.



Demetri has a long reaching crouching HK. By walking back and forth, he can bait out attacks that have a long recovery time. In this example, Karin whiffs with a crouching HK that the Demitri player can capitalize on with a counter crouching HK.

ZONING

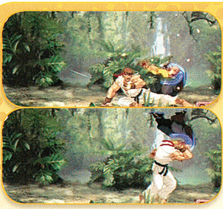
Zoning is an art form. It requires patience, and the ability to read your opponent and make sure you are able to keep them in the spot on the screen where YOU want them. The best zoning distance varies from fighter to fighter, but is usually about equal to the maximum distance their most far-reaching normal can extend. If a fighter has a projectile move, that can also be used as a part of effective zoning. Simply use the projectile and force your opponent to finally jump at you, and counter with the anti air move of your choice.



Hauzer has a lot of long ranged attacks that can hit from far away. His HK is a great example. The comfort range for this character is far away from his opponent, since he can attack from that far away and an opponent can't. Using standing HK will force an opponent to come in closer to punish Hauzer.

MIND GAMES

The importance of the mind game is second only to actually hitting your opponent, on the road to getting a win. Footsies, zoning, turtling, and chipping all play an important part in setting up mind games. Every player has a different style, and every player reacts differently to various types of fighting. One good mind game is to have more life than your opponent, then simply stop attacking, especially if the clock is running down. This will usually enrage them and also force them to take the offensive—a recipe for them to make mistakes. Learn to do totally unexpected things in your matches. The more off-balance your opponent is, the better your chances of seeing the win icon pop up on your side.



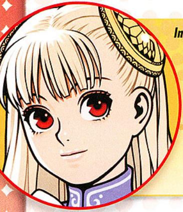
Mind games are an important part of any head to head battle. Using Ryu for an example, train your opponent to think that every time you use crouching MK, you will follow it up with a Hadoken. Use this several times to burn it into the mind of your opponent. Then, when the game is on the line, use crouching MK, walk forward, and throw your opponent. They will be so used to you throwing the Hadoken, they wont even remember that they are supposed to tech a throw.

JUGGLE COMBOS

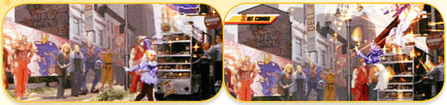
Aside from ground based combos, it is also possible to hit your opponent as they are falling in the air after being hit with an attack that knocks down. This ability to "juggle" your opponent follows a strict set of complicated rules, making the juggle combo a rarity for some characters. There are several different types of juggles in Capcom Fighting Evolution, each with its own specific properties. Below are some of the more important juggle types in Capcom Fighting Evolution.

FULL JUGGLE STATE

Specific special attacks will bump your opponent into the air and put them into a state that allows you to juggle them with whatever you wish. This is called a full juggle state, which has very few limitations. Full Juggle States have little to no limitations. You can juggle with practically anything you want to in that specific situation for a variety of possibilities.



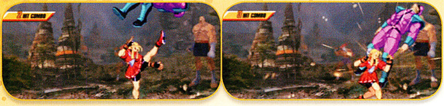
Ingrid's Sun Upper and Sun Lower counter put your opponent directly into a juggle state after doing either one of them against an opponent's attack. After your opponent is thrown into the air, simply do Ingrid's HK Sun Arch to hit your opponent as they are falling.

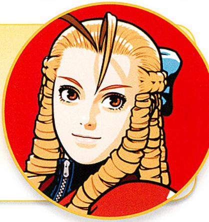


LIMITED JUGGLE STATE

Some special attacks bump your opponent into the air and put your opponent into a state where they can only be juggled for a short period of time. This state wears out BEFORE your opponent even hits the ground, requiring you to hit your opponent earlier in the air than normal, simply to take advantage of the juggle state. In most cases the limited juggle set up simply forces you to juggle your opponent much earlier than normal, rarely hurting your ability to take advantage of the free hit.

Karin's Mujin Kyaku attack kicks your opponent into the air and allows you to juggle with an immediate crouching HP afterwards. However, if you attempt to juggle your opponent with a crouching LP much later during your opponent's fall, the LP will whiff completely.

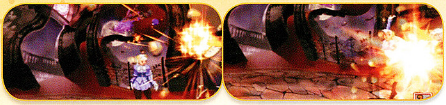




ATTACK SPECIFIC JUGGLE POTENTIAL

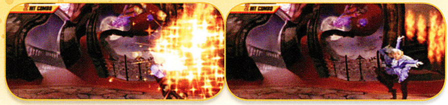
Certain attacks have no need for a juggle "set up" and will juggle for a specific number of hits as long as your opponent is airborne and falling. Any attack that knocks down, with the exception of some throws, can set up this type of juggle.

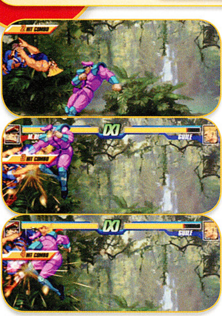
Ingrid's Level 2 Sunshine super attack has a juggle "potential" of one hit. That means that as long as your opponent is airborne and falling from a previous hit that knocked down, this super will juggle for one hit. To test this, go into training mode and corner the training mode dummy while changing the Dummy Action setting to "jump". While your opponent is rising during their jump, throw a HP Sunshot to hit the dummy out of the air. After you have recovered and your opponent's body has fallen to about the top of Ingrid's head, immediately do Ingrid's Sunshine super attack to hit your opponent for one hit just before they touch the ground.



The game internally keeps track of the number of times your opponent has been juggled. Say for instance your opponent has already been juggled for one hit. If you try to juggle again after that hit with another attack that has the potential to juggle for only one hit, that attack will not juggle.

Ingrid's Sunshine super attack had no problems juggling after her Sunshot hits an airborne opponent. Attempting to juggle with the Sunshine after Ingrid's Sunburst super attack is a different story, however. Again, enter training mode and corner the training mode dummy while changing the Dummy Action setting to "jump". While your opponent is rising during their jump, throw a Sunburst, timing it so that your opponent lands on it. Just after your opponent is juggled by the Sunburst for two hits, attempt to juggle with Ingrid's Sunshine super. The super attack will whiff completely.



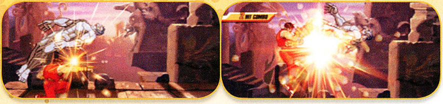


This happened because the Sunburst super attack hit twice, juggling your opponent for one hit, using up that one hit of juggle potential. Hypothetically, if Ingrid's Sunshine super had the juggle potential of two, then the super would still juggle. This is of course not the case.

Be sure to note that a Full Juggle State does not use up a hit of juggle potential if taken advantage of. For instance, the second hit of M. Bison's jumping MP ➝ MP chain has the potential to juggle for one hit, which allows Bison to land the chain as an anti air attack for both hits. M. Bison's neutral throw happens to be a Full Juggle set up. Enter training mode then corner your opponent and do Bison's neutral throw, which should toss your opponent directly into the corner. After you recover from the throw immediately jump forward and juggle with Bison's jumping MP ➝ MP chain. Both hits of the chain should juggle normally. If the initial first juggle with jumping MP had used up that one hit of juggle potential, then the second MP hit would have never juggled, resulting in your opponent falling to the floor unharmed.

There are other moments when an attack with juggle potential can be comboed. You have probably noticed that normal attacks that hit an airborne opponent cause that character to flip out soon after being hit. Just as your opponent is being hit there is a small aerial hit stun your opponent goes into. It's possible for an attack with juggle potential to take advantage of that small window and juggle an opponent before they completely flip out from the previous attack.

Guy hits his opponent with an anti air crouching MP then cancels it directly into a HK Bushin Senpu Kyaku. All three hits of the Senpu Kyaku will juggle your opponent, resulting in a four hit combo.

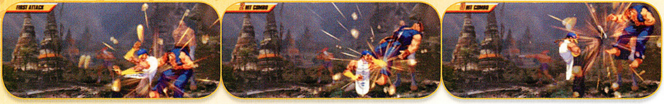


Guy's HK Bushin Senpu Kyaku has a juggle potential of three, hitting your opponent after the crouching MP hits before they leave aerial hit stun. Remember that not only does the attack you're canceling into have to have juggle potential but the attack must be fast enough to hit your opponent before they leave aerial hit stun.

ALTERNATE JUGGLE STATES

Some attacks that put your opponent into a Full Juggle State allows for multi-hit chains to fully connect during a juggle. This same state allows you to combo your opponent for a specific number of hits before they leave aerial hit stun, allowing for a variety of juggle possibilities normally not possible.

Normally if you attempt to do standing MP ➝ LK Nishou Kyaku against a jumping opponent the Nishou Kyaku will whiff entirely. This is because only the second hit of Yun's LK Nishou Kyaku has the potential to juggle for one hit, which hits much too slow to hit your opponent before they flip out and recover from the standing MP. However, after you hit your opponent with a HP Tetsuzankou you can walk up and juggle your challenger with standing MP ➝ LK Nishou Kyaku, which will juggle for all of the hits.



There are only a hand full of attacks that allow you to juggle like this, one being Urien's crouching HP and another being the last hit of Guy's ↘ + HK ➝ HK chain. In Guy's case it's possible to juggle with his entire standing LP ➝ MP ➝ HP ➝ HK chain after the set up!

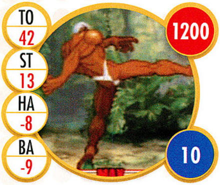
INTRODUCTION TO FRAME DATA

Throughout this guide, several types of attacks and character states are accompanied by frame data. This information can be an indispensable tool for beginners and experts alike. All animated motion in video and games consists of a series of sequential still images changing rapidly enough that the human eye sees it as fluid continuous movement. Capcom Fighting Evolution runs at 60 still frames per second. A frame also represents the smallest increment of time recognized by the game engine. Thus, one frame in this game is equivalent to 1/60th of a second, the current standard for video games. Frames are simply convenient units for measuring durations of actions and events in the game.

SYMBOLS AND CONVENTIONS

Each type of attack is associated with several frame counts relevant to its purpose. This data is divided into various categories denoted by the following abbreviations.

MK



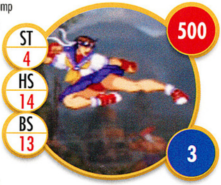
TO refers to the total number of frames comprising the attack, from beginning to end. The lower this number is, the faster the attack finishes and the more difficult it is for the opponent to react to it. The greater this number, the longer the attack takes to recover and the easier the move is to punish if it is whiffed. Typically, light attacks have the lowest TO, hard attacks have the highest TO, and medium attacks fall somewhere in the middle. This category is omitted for air attacks because their recovery time is dependent on the duration of the jump and how late in the jump arc the attack is performed. For clarity, special move TO values are included only for missed animations of throws, pursuit attacks, and counter attacks.

ST represents the number of startup frames before the attack becomes active. The lower this number is, the less time it takes to execute the attack. If the ST value of an attack is 9, then it will hit an opponent on the 10th frame (with the frame of the button press counted as the 1st frame). Typically, light attacks have the fastest ST, hard attacks have the slowest ST, and medium attacks fall somewhere in the middle. Furthermore, close attacks tend to have faster ST than their far counterparts. ST is listed for all attacks and is one of the most important properties of an attack. When both fighters attempt attacks at the same exact time, ST is often the sole deciding factor in selecting the winner. Two special cases exist for ST values—super moves that freeze the game momentarily to gather energy and special moves with built-in extensions. The startup period for such super moves is separated into two parts—3 to 5 frames preceding the pause and however many frames following it. Accordingly, their ST values are split into two parts with a plus sign connecting them. The actual frozen time span is not counted because it does not affect game play. For special moves that require additional inputs for further actions, the mandatory warm-up period is listed first, followed by an arrow, followed by the startup of the extension once the command goes through. Adding the two values together yields the minimum startup period for the attack if the follow up is performed immediately after the warm-up period.

HA denotes hit advantage, which describes the relative recovery times of the opposing characters after an attack. Each attack causes its own pre-determined amount of hit stun following a successful strike. This number, coupled with the overall recovery time of the attack, decides which character will recover first. Using an attack with a hit advantage allows the attacking character to recover first after the attack connects. This is symbolized with a plus sign followed by the number of extra frames it takes for the opponent to recover from hit stun. A hit disadvantage on an attack means that the attacking character takes longer to recover after the attack connects. This is symbolized with a minus sign followed by the number of extra frames required for the attack to finish after the opponent is able to block/counterattack. If an attack has 0 HA, both characters recover simultaneously. All HA numbers assume that the attack connects on its first active frame and that the maximum number of hits connect. Therefore, if an opponent walks into an attack causing it to connect later than usual, the attack results in more frame advantage. If a multi-hit attack is performed too far away and misses some of its hits, it will create less frame advantage. If the word DOWN is listed in the HA field, the attack knocks down upon impact. If the word FLIP is listed in the HA field, then the attack launches the opponent into the air, but allows them to land on their feet.

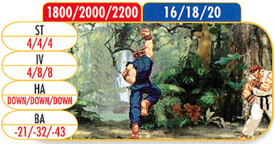
BA denotes blocked advantage, which means the same thing as HA except that it refers to blocked attacks instead of attacks that are successful. An attack's BA value is commonly one less than its HA number. Therefore, blocking an attack tends to allow the defending character to recover slightly earlier than getting hit by the same attack. As with HA, BA numbers assume that the attack is blocked on its first active frame and that the maximum number of hits occurs. If a dash is drawn through the BA field, then the attack's duration varies and its data is inconsistent and unreliable..

↑ + LK



HS stands for hit stun and it is listed for jump attacks only. Since HA takes the total frames of an attack into account and jump attacks do not have a standard number of total frames, HA does not apply to jump attacks. HS is simply the number of frames following a connected jump attack where the opponent reels back, unable to block or attack. Almost all jump attacks cause 14 frames of HS, no matter their strength. The obvious exceptions are multi-hit air attacks. In this case, it is assumed that the attack connects on its first active frame and that the maximum number of hits connect. If an attack connects later than the first active frame, the overall HS will be reduced. However, if the maximum number of hits still connect, and the attack is performed at the very end of the jump, no frame advantage will be lost. Of course, if less than the maximum number of hits connect, a significant amount of HS is forfeited. A dash drawn through the HS field represents variable or irregular data. These are caused by non-knockdown air attacks with the ability to continue hitting until reaching the ground.

BS stands for block stun, which means the same thing as BA except that it refers to blocked attacks instead of successfully connected attacks. Unlike HS, jump attacks of different strengths cause different amounts of BS. Nearly all light attacks have BS values of 13, nearly all medium attacks have BS values of 18, and nearly all hard attacks have BS values of 22. As with HS, BS values for multi-hit air attacks assume that they are blocked on their first active frame and that the maximum number of hits occurs. If an attack connects later than the first active frame, the overall BS is reduced. If less than the maximum number of hits connect, a significant amount of BS will be lost. There are several surprising exceptions for BS values listed throughout the guide, so be sure to look for these.



→ ↓ ↘ + P
SHORYUKEN

IV measures the invincible frames at the beginning of special moves and super moves. Not all special moves carry invincibility, but those that do are very important defensive tools. These moves are extremely useful for getting out of tight spots. If an attack's IV value exceeds its ST value, it can be used to hit an opponent and keep your character invulnerable to harm. If the ST value is greater than the IV value, the special or super move can still be interrupted before it becomes active. In this case, it's important to limit the use of the move to situations where its invincibility window can be used to pass through the opponent's attack and connect after the opposing attack becomes inactive. Equal ST and IV values guarantee that the special (or super) move will reach an active frame before it can be interrupted. This is usually enough to secure at least a trade with an opponent's attack. Since IV represents full-body startup invincibility, it does not account for moves with partial invincibility and/or delayed invincibility. For example, Zangief's PPP Double Lariat renders his upper body invincible for 6 frames, but his feet are always vulnerable. Kenji's Utsusemi teleport does gain full-body invincibility, but not until its 13th frame. Many useful specials such as these have hidden invincibility periods, and all it takes is a little experimentation to find them. Finally, two values joined by a plus sign represent the invincibility periods immediately before and after a super move's screen freeze, just as with ST.

APPLYING FRAME DATA

The sheer quantity of numbers found on every page can seem overwhelming at first. Don't think of frame data as required reading. Simply look at it as a shortcut to finding a character's safest and most vulnerable attacks. A quick scan of any normal move frame data page makes it easy to pick out the character's fastest and safest pokes. ST values provide a good measure of attack speed while high positive HA and BA values represent its safety. As long as the HA and BA numbers are high, the attack is safe if it connects. If the HA and BA values are exceptionally high, the attack's frame advantage allows safe opportunities for further attack.

Once a few preliminary selections have been made, the next step is to spend some time in Training Mode learning the attack's range and its effective zone. Experimenting with the best normal moves according to frame data gives a good general idea of the character's inherent strengths. However, no character has a move with excellent frame data for every purpose. Different characters lack different natural elements to their gameplan. For instance, Guile gets excellent extension on normal attacks, but because of his constant need to build up a charge, his movement options are diminished. One of his most useful normal moves is the ← +LK (Knee Bazooka) because it allows him to move forward while retaining a backward charge. It's never even intended to be used as a standard attack, so its frame data has little influence on its overall rating. In fact, all of Guile's command normals are absolutely crucial to his overall gameplan and are some of the best normal moves in the game, despite the fact that they have entirely unimpressive frame data. This example is meant to demonstrate that despite its usefulness, frame data is not the ultimate key to learning all of the tricks in a fighting game. Frame data is meant to be a resource, not a textbook to be memorized.

Frame data is most useful after overcoming the initial obstacle of learning a new character. As any popular fighting game evolves, certain unexpected character strengths and overpowered tactics emerge. Frame data is the easy way to analyze a difficult series of attacks and find their most vulnerable points. Comparing it with another character's attack data can yield a possible solution, either in the form of an attack fast enough to retaliate, or choosing safer moves to limit your opponent's options. Finding counter-strategies without frame data is much more tedious and requires a lot of trial and error.

Finally, frame data is useful for constructing combos without having to manually try every possibility. Any attack with positive HA can be followed up with another attack with lower ST to create a link combo. For example, if an attack carries +5 HA there are 5 frames of hit stun left over after it fully recovers. An attack with 5 ST can not be used to combo after it because it would hit on the 6th frame and the opponent has recovered. It is possible to combo after it using any 4 ST attack, but it must be performed immediately after the first attack ends. It's much easier to use an attack with 3 ST because it allows one frame of error. Since no attack has an ST value lower than 2, link combos generally require HA values of 3 or greater.

THROW SYSTEM FUNDAMENTALS

Although total frame counts for throws vary from character to character, every neutral LP+LK throw in Capcom Fighting Evolution has 5 ST and grabs on the 6th frame. Every neutral throw is susceptible to throw techs from the 5th frame through the 8th frame. Each directional LP+LK throw has 3 ST and grabs on the 4th frame. So, every directional throw is susceptible to throw techs from the 3rd frame through the 10th frame. Every air LP+LK throw has 0 ST, grabs on the 1st frame, and is neither techable nor whiffable. Furthermore, throws are resolved before attacks on any frame in which they coincide. So, if an attack and a throw become active on the same frame, the throw will win cleanly. If two eligible throws become active on the same frame, one is randomly chosen to win over the other. Jumps are resolved before throws on any frame in which they coincide. Jumping characters can not be thrown, not even during the 2 to 5 frame startup before becoming airborne. Throws generally do not affect characters in hit stun or block stun. This restriction extends to the first 6 frames following stun. Therefore, a directional LP+LK throw following a tick (attack) must be delayed until after the opponent has recovered for 3 frames, so that the throw attempt occurs on or after the opponent's 7th free frame.

CHARGE TIME

Every special and super move requiring a direction held must be charged for at least 60 frames. Whether an attack scores a successful hit or it is blocked, it causes impact animation frames where both characters are frozen in place. Most light attack animations freeze for 7 to 9 frames on impact, most medium attacks freeze for 9 to 11 frames, and most hard attacks freeze for 10 to 13 frames. These impact frames do count towards charge time. Example: holding ← while whiffing Guile's 38-frame standing HK requires an additional 22 frames to charge for his Sonic Boom. After connecting with the same 38-frame standing HK while holding ←, only 9 additional frames are required to charge for Guile's Sonic Boom. Hit impact and block impact animation frames give both the attacking character and the character that is reeling from the attack equal extra charge frames.

MODIFIERS AND GAME SPEED

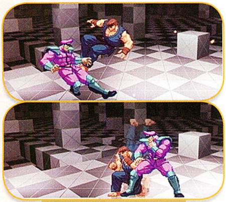
On the lowest game speed setting, every frame is drawn and shown on the screen. Every 60 internal frames, the game clock counts down one second. Strangely enough, increasing the speed setting does not increase the number of frames shown per second, but rather causes internal frames to skip at regular intervals. At speed two, 1 frame skips for every 6 frames shown. At speed three, which is the default speed, 1 frame skips for every 4 frames shown. 1 frame skips for every 3 frames shown at speed four and 1 frame skips for every 2 frames shown at the maximum speed of five. The game engine does not skip over frames internally, so an attack with one more ST than another will not suddenly trade with the faster attack if the game skips over its first active frame. Instead, the first active frame will not be shown, but the following frame will show the second impact frame with the faster attack winning cleanly.

Unfortunately, the game skips over input opportunities as it skips over frames. Therefore, some extremely difficult combos become impossible at higher speeds if the window to perform the follow-up happens to land on a skipped frame. Oddly enough, increasing the game speed also causes the game clock to count down faster, but of course the game shows 60 frames per real time second regardless. Thus, the game clock only counts down using real-time seconds at the lowest speed setting. Unlike some other popular fighting games, there are no counterhit, or crouching hit stun, bonuses given to attacks in Capcom Fighting Evolution. Counterhits only provide extra damage bonuses.

STREET FIGHTER II

SUB SYSTEMS

TACTICAL RECOVERY

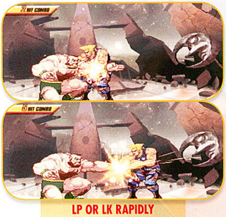


WHILE GROUNDED, HOLD 2 PUNCHES

A Tactical Recovery is the ability to delay your characters automatic wake up after being knocked to the ground. This ability is especially useful to throw your opponent's timing off when they are performing cross up combos. Forcing an opponent to guess which of two times you'll get up is far better than facing a successful cross up attack every single time. Using Tactical Recovery is also a great way to avoid meaty attacks and increase the odds of success on your wake up reversal. The following list is the amount of frames that it takes when you use Tactical Recovery.

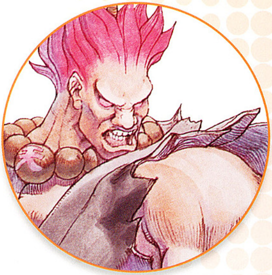
Ryu—standard wakeup time—79 frames
Ryu—delayed wakeup time—94 frames
Guile—standard wakeup time—79 frames
Guile—delayed wakeup time—94 frames
Zangief—standard wakeup time—81 frames
Zangief—delayed wakeup time—96 frames
M. Bison—standard wakeup time—79 frames
M. Bison—delayed wakeup time—94 frames

RAPID FIRE CHAINS

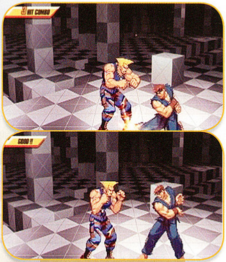


LP OR LK RAPIDLY

Rapid Fire chain combos allow a Street Fighter 2 character to cancel certain LP and LK attacks into one another. You can keep going with these attacks until your opponent is out of range. This is an easy way to score free damage, or even to possibly stun your opponent. This type of attack is a solid option for a charge character, if you don't have a special move charged and ready to go. Rapid Fire attacks can also be chained in any combination, such as punch into kick, or kick into punch.



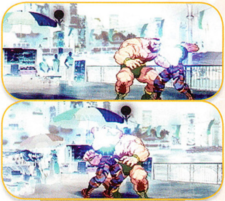
RAPID FIRE CHAIN LOCKOUT



AFTER ATTEMPTING 2 OR MORE RAPID FIRE CHAIN HITS, THE LOCKOUT OCCURS

In Capcom Fighting Evolution, Street Fighter 2 characters are not allowed to use Rapid Fire attacks and cancel them into a special or super move. Luckily, there is a trick to get around this "lockout." The restriction only applies to multiple uses of the same Rapid Fire attack. Switching between high and low attacks and/or switching between LP and LK attacks removes the limitation.

SUPER METER



ONE SUPER METER FOR STREET FIGHTER 2 CHARACTERS

The Street Fighter 2 cast goes back to basics, and they only have one super meter. This means you can only fill the meter once, and every attack, or special done after the meter is full will not increase it until it's been spent. Since you only have one super meter, hitting with the super becomes extremely crucial. If you miss, you will have to build your meter all the way up again. The reward for having just one bar is the ability to do nearly fifty percent damage with each successful super attack.

Unlike Super Street Fighter 2 Turbo, however, Capcom Fighting Evolution gives you multiple supers to choose from. Most characters have two supers at their disposal, to allow for different possible game plans. The level of your super meter also remains from round to round, so don't be afraid if you don't use it the first round—it will be waiting for you in round two.

STREET FIGHTER II SYSTEM OVERVIEW

The Street Fighter 2 characters have a serious lack of options compared to those available to the rest of the cast. It's back to basics for these guys. You have to remain extremely patient against everything that will come your way. With custom combos, chain combos, air blocking, and a truckload of other tricks that the rest of the cast can throw at you, all you really have to remember is that one connected super attack results in fifty percent damage to your opponent. Your only other option to fool such versatile opponents is to use Tactical Recovery about half of the time. Mix it up to the point where opponents have to guess when to attack you, and they may soon stop trying. One big advantage given to Street Fighter 2 characters is that their aerial attacks can not be air blocked. Also, due to the lack of bonus super meter options, Street Fighter 2 characters are great at charging super meter for your meter-hungry teammates to use in the second round. Street Fighter 2 characters can easily win the first round without relying on super meter, unlike Red Earth characters who need access to super meter for tricks and damage. Just remember, your moves do far more damage than the rest of the cast, so don't worry about taking minor hits as long as you nail the big ones.

GUILE

Original Game Appearance:
Street Fighter 2

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

The plan for Guile can go one of two ways… well maybe one and a half. Guile should be a completely defensive character until your opponent is in the corner. From there, it turns into a bloodbath. The basis of his dominance here revolves around the Sonic Boom having almost zero recovery time, allowing him to move immediately afterwards. In this area you can throw a variety of effective normals at your opponent and keep them guessing.

ATTACKS TO KEEP IN MIND

Guile's Sonic Boom has almost no recovery. This means that you are free to follow it up with any attack of your choice. Following up the Sonic Boom is a key factor in beating an opponent, because it can be used like a shield for Guile while you are attacking. Somersault Kick is the best anti-air in the game because of its range. However, the downside of this attack is the charge time, so it might not always be feasible. If you don't have time to charge, a quick MP can take care of a pesky opponent that jumps in.

DEFENSIVE SITUATIONS

Defensive Situations are Guile's forté. The only problem is that you must constantly keep a charge in order to be effective. One little trouble spot to watch out for is a character with a Custom Combo. If you try to use a Somersault Kick against a character with a full Custom Combo meter, they can activate it to pass safely through you attack and obliterate your chance for damage.

BEGINNING OF THE ROUND

Since Guile has no recovery after the Sonic Boom, he is the only character that can safely start a round by throwing a projectile. If your opponent matches your projectile with one of their own, slap them with a quick → + HP. At the beginning of the round you should not move forward unless your opponent is either on the ground, or in the corner. Moving forward only causes you to lose your charge, which means losing access to your best abilities. If you must move forward, remember your MP anti air attack to bail you out of tight spots.

MID GAME

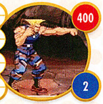
Guile has one of the best defenses in the game, so if you're ahead in the match there is no real reason to move forward at all. Just maintain your position and make your opponent come to you. This is where Guile excels and can do the most damage. If you're losing the battle, however, you may need to switch up your game plan and go on offense. Following this plan means giving up the Somersault Kick in exchange for the use of a barrage of normal moves (such as → + LK, → + MK, and HK). You can use these moves pressure an opponent and force them to find ways around them. Right after a Sonic Boom, use any one of these moves to trap your opponent and prevent them from moving. After two seconds of holding back and using normal moves, you can throw another Sonic Boom and continue the pattern. If your opponent is mindlessly blocking your attacks, don't be afraid to go in close for a throw. Just to mix it up, every now and again jump in with LK and go for a quick combo. Both of Guile's super attacks have a lot of priority. The Somersault Strike is a great counter against jumping enemies and does 50% damage. Total Wipeout is almost instantaneous and it recovers very quickly, so even if it doesn't connect you can attempt a throw and get good results.

END GAME

A lot of players tend to get jumpy at the end of a match, and Guile is well-suited to capitalize on this. Sit back patiently and throw Sonic Booms, waiting for your opponent to make a mistake. If you've got a full super meter, consider using the beginning invincibility frames on the Total Wipeout to go through a projectile. You might want to try this in practice mode a few times before attempting this in actual battle. Throwing is also a great option at the end of the game if your opponent starts trying to block everything to hold on to a lead. A useful tactic is to follow up a Sonic Boom then immediately throw your opponent. It might tick off your opponent, but if it works, you'll have the last laugh.

NORMAL MOVES

STANDING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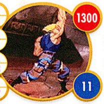
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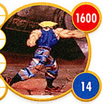
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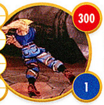
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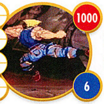
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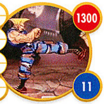
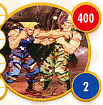

HK

	TO	ST	HA	BA		
LP	13	3	+4	+3	400	2
MP	20	4	+3	+2	1300	11
HP	23	6	+6	+5	1600	14
LK	15	4	+3	+2	300	1
MK	28	9	-5	-6	1000	6
HK	38	17	+2	+1	1300	11

STANDING CLOSE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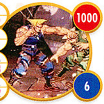
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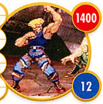
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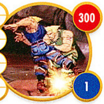
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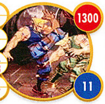
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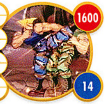
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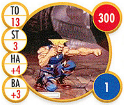
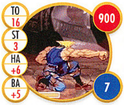
LP	13	3	+4	+3	400	2
MP	19	3	+3	+2	1000	6
HP	36	3	-10	-11	1400	12
LK	15	4	+3	+2	300	1
MK	17	6	+8	+7	1300	11
HK	32	8	-1	-2	1600	14

CROUCHING

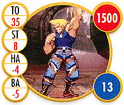
↓ + LP


TO
13
ST
3
HA
+4
BA
+3
300
1

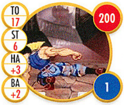
↓ + MP


TO
16
ST
3
HA
+6
BA
+5
900
7

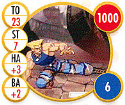
↓ + HP


TO
35
ST
8
HA
-4
BA
-5
1500
13

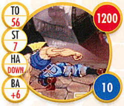
↓ + LK


TO
17
ST
6
HA
+3
BA
+2
200
1

↓ + MK

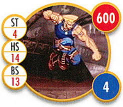

TO
23
ST
7
HA
+3
BA
+2
1000
6

↓ + HK

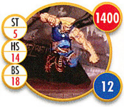

TO
56
ST
7
HA
DOWN
BA
+6
1200
10

JUMPING

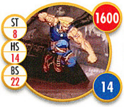
↑ + LP


ST
4
HS
14
BS
13
600
4

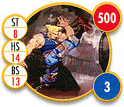
↑ + MP


ST
5
HS
14
BS
18
1400
12

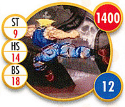
↑ + HP


ST
8
HS
14
BS
22
1600
14

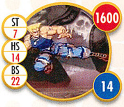
↑ + LK


ST
8
HS
14
BS
13
500
3

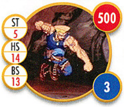
↑ + MK


ST
9
HS
14
BS
18
1400
12

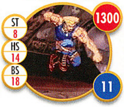
↑ + HK


ST
7
HS
14
BS
22
1600
14

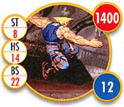
↗ OR ↖ + LP


ST
5
HS
14
BS
13
500
3

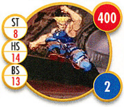
↗ OR ↖ + MP


ST
8
HS
14
BS
18
1300
11

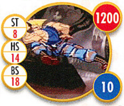
↗ OR ↖ + HP


ST
8
HS
14
BS
22
1400
12

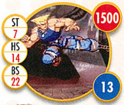
↗ OR ↖ + LK


ST
8
HS
14
BS
13
400
2

↗ OR ↖ + MK

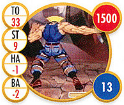

ST
8
HS
14
BS
18
1200
10

↗ OR ↖ + HK

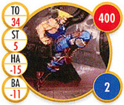

ST
7
HS
14
BS
22
1500
13

COMMAND ATTACKS

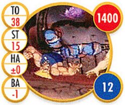
→ + HP


TO
33
ST
9
HA
-1
BA
-2
1500
13

→/← + LK

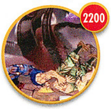

TO
34
ST
5
HA
-15
BA
-11
400
2

IN CLOSE, →/← + HK

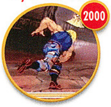

TO
38
ST
15
HA
±0
BA
-1
1400
12

THROWS

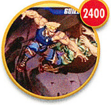
LP + LK



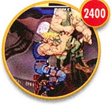
→/← + LP + LK



IN AIR, →/← + LP + LK

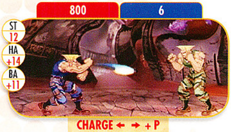


IN AIR, ↓ + LP + LK



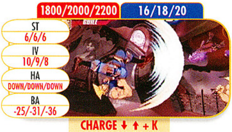
Guile's neutral LP + LK throw is a suplex that slams an opponent in the opposite direction. Both of Guile's directional throws do 200 less damage, but they have the benefit of letting you choose the direction that you toss them in. His two high-priority air throws both do the same damage, and should be used frequently to stop aerial assaults.

SPECIAL MOVES



CHARGE ← → + P
SONIC BOOM

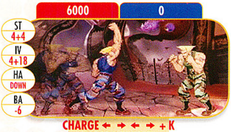
The Sonic Boom is a unique projectile for two reasons. First, it is wide, so it is difficult to jump over. Second, there is no recovery time after a Sonic Boom is thrown. This means you can immediately move after you throw one and follow behind it. If your opponent throws a projectile to cancel out your Sonic Boom, use ← + HP to slap your opponent with a back-hand immediately afterwards. You can also easily combo off of a Sonic Boom when it connects. Also, it is important to force your opponent in to making mistakes by throwing a Sonic Boom and hitting them with a Somersault Kick, or MP, when they jump over it.



CHARGE ↓ ↑ + K
SOMERSAULT KICK

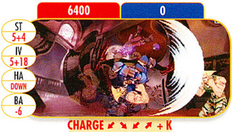
The Somersault Kick is the ultimate weapon to knock opponents out of the sky. It requires a two second charge, so if you require mobility, you'll need to use another option. Holding ↙ will charge both of Guile's special moves, so as long as you remain in this position you can use either of his special moves at any time. Be careful against characters that have air special moves because they can perform them at the last second to bait you into making a mistake and losing your charge. You should try to stick with the LK version of this attack to minimize risk. The Somersault Kick also works great at the end of a combo for a flashy finisher. A great two hit combo is crouching MP into a HK Somersault Kick. Damage!

SUPER ARTS



CHARGE ← → ← → + K
TOTAL WIPEOUT

Total Wipeout is a six hit super attack that does high damage. It can connect on the ground for all the hits, or against an airborne opponent for one or two hits. It is best to use Total Wipeout in a combo, or to pass through an oncoming projectile. This attack starts up instantly, so you can punish almost any move with recovery time. Finally, even if the Total Wipeout is blocked, you recover so quickly that you still have a great chance to throw your opponent, or perform another attack, before they can move.



CHARGE ↙ ↘ ↙ ↗ + K
SOMERSAULT STRIKE

The ultimate anti air super is back with a vengeance. Even though you won't get every hit to connect against an opponent in the air, it still packs a potent punch. If you show your opponent that you can perform the Somersault Strike at will, they will always think twice before jumping in at you while you have super meter. This super can also be used in a combo after a crouching MP. Make sure you don't miss with the Somersault Strike, or your opponent can easily take advantage of the situation. If you are not familiar with playing Guile over the years, you might need to spend some time in practice mode to perfect the Somersault Strike motion for use in clutch situations.

CLOSE RANGE

CROUCHING LK → LP

If it hits:

Cancel crouching LK into a HK Somersault Kick or Total Wipeout

If it's blocked:

Crouching MP → LP Sonic Boom

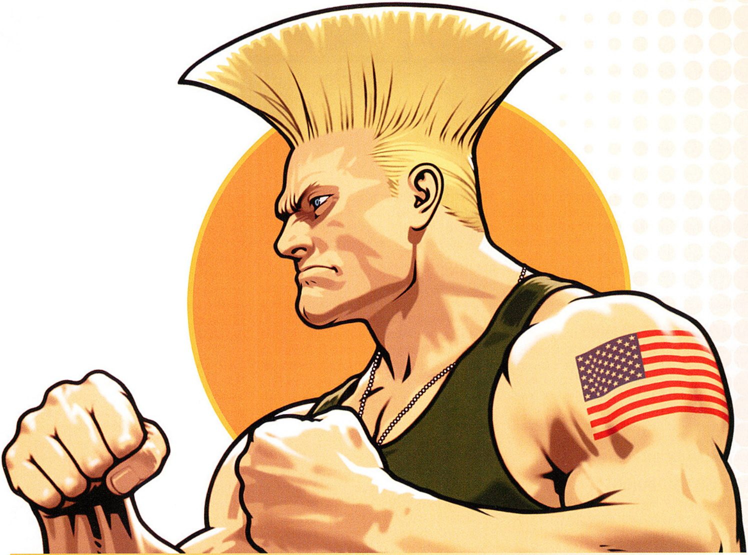
Walk up throw

Walk up crouching LP → crouching MP

TRICKS AND TACTICS

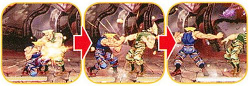
Guile players have the flexibility to play either offensively or defensively. If you decide to on offense, you have several good options. Remember that there are no guard break meters in this game, so you will have to rely on connected hits to do your damage. Use your range to create opportunities to combo into a Sonic Boom, or Somersault Kick, for maximum effectiveness. It is also important to remember that poking patterns are only effective if you mix in a few throws. Follow behind the Sonic Booms that you do throw and, if they connect, use → + HP for a quick two hit combo. If your opponent chooses to block, throw them immediately afterwards.

When playing defensively, rely on your Somersault Kick and Sonic Boom to do the work for you. Your job is to aggravate your opponent into a hasty jump, so you can nail them with a Somersault Kick, or Somersault Strike. Most players will get impatient and try to beat you in the air. Hold your ground and Somersault Kick them out of the air. Watch out for Alpha characters who can activate their Custom Combo in the air. If you have no time to charge the Somersault Kick, use MP and immediately after throw a Sonic Boom. This will force them to block and you will be back in control again. Since Guile is a character from Street Fighter 2, you will do massive damage with only a few hits, so don't worry about taking a few hits yourself while trading moves—the increased damage can assure your victory in any trade-off slugfest.

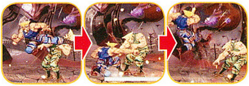


COMBOS

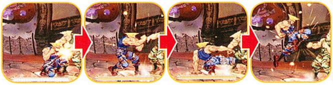
Crouching LP → LP Sonic Boom → → + HP.



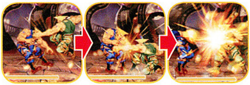
Jump In HK → Crouching MP → HK Somersault Kick.



Corner Only, Crouching LP → LP Sonic Boom → Crouching LK → → + LK.



Jump in HK → MP → Total Wipeout.



M. BISON

Original Game Appearance: Street Fighter 2

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

M. Bison is a very mobile character. He can move from place to place in a hurry with a variety of moves that can put him anywhere you need him to be. He has a teleport that can put him in a variety of places on the screen, the lightning-fast Psycho Crusher attack, the Head Press to give opponents a major headache, and two fast moving super attacks. His ability to threaten opponents from anywhere, anytime is a huge advantage.

ATTACKS TO KEEP IN MIND

Some of M. Bison's moves are great for catching an opponent off-guard, and one of the most unique of these is the Head Press. This is great for stopping opponents from jumping in and punishing moves like Zangief's Double Lariat, or slower projectiles. M. Bison's Psycho Crusher is also a great surprise move to punish an overly offensive opponent. In an instant, the Psycho Crusher can push them on their back, set up wake up games, and do a good bit of damage as well.

DEFENSIVE SITUATIONS

M. Bison has a lot of long ranged attacks that can annoy players who are using characters that need to get in to be effective. At a second's notice, you can use the Head Press, or hop over sweeps using a surprise Double Knee Press. If you want to keep it simple, using crouching HK from just the right distance can make your opponent pay while leaving you safe if they manage to block. Mixing up the Head Press and the Devil Reverse are great ways to build super meter. Last but not least, if opponents slip up and leave themselves open with one mistake—from anywhere on the screen—M. Bison's versatile supers means that they will pay a heavy price.

BEGINNING OF THE ROUND

At the beginning of the round you're going to want to build up super meter as soon as possible. A lot of players like to start a round by either jumping in, or throwing a projectile. The Head Press can stop both of those moves cold, as well as build super meter, making it a great opener for M. Bison. His MK and HK come out so fast that they can also be used to stop projectiles before they start. Find the magic range where the tip of your MK just touches your opponent, and press it repeatedly to stay in their face, forcing them to retreat or attempt a risky counterattack.

MID GAME

M. Bison is a combo-centric character, so anytime you hit your opponent, you should try to convert it into a decent-sized combo. Using crouching MK a lot will help your chances to get a combo afterward; follow it up with a Double Knee Press or Psycho Crusher for a quick three hit combo. Punishing slow recovering moves with a Mega Psycho Crusher is a key tool that you must master to be successful. Crouching HK from a distance is a great weapon. Using it sparingly will make your opponent fear moving in, but it can be easily punished if you let it become a major part of your strategy. Use the Head Press to get past projectiles, then hit punch + ← or → to choose the side of your opponent that you want to come down on. Mix up the sides to keep opponents guessing and press your attack. Against bigger characters trying to make a move towards you after you stomp on their head, don't use the punch and press back to fly safely away. M. Bison's Knee Press Nightmare is completely safe if blocked, and if it hits, it will go through the full animation. Don't be afraid to throw this super out almost randomly, as it's always difficult for your opponent to punish.

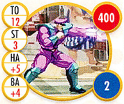
END GAME

At the end of the round, you should try to stay as safe as possible. This means sticking to one of approximately four safe moves as you try to whittle your opponent's energy away: MK, HK, Head Press, and the Knee Press Nightmare. Stand at that perfect distance (two body lengths away) and use MK to stop all incoming attacks. MK is quick and safe, so the risk is minimal. If you are in close, use crouching MK and follow it up with a Double Knee Press if it connects. You can also try to land a Knee Press Nightmare, and if it doesn't work, immediately go for a throw. If you have your opponent in the corner, use M. Bison's neutral throw to launch them in the air, follow it up with jumping MP, and then land the Mega Psycho Crusher. This takes some real skill, so it is imperative to work on it in practice mode.

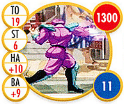
NORMAL MOVES

STANDING

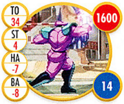
LP



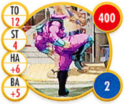
MP



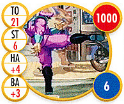
HP



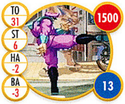
LK



MK

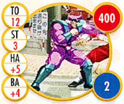


HK

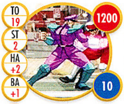


STANDING CLOSE

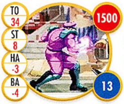
LP



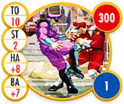
MP



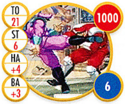
HP



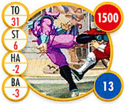
LK



MK

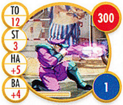


HK

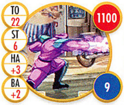


CROUCHING

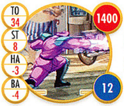
↓ + LP


TO 12
ST 3
HA +5
BA +4
300
1

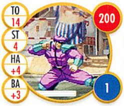
↓ + MP


TO 22
ST 6
HA +3
BA +2
1100
9

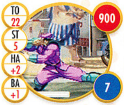
↓ + HP


TO 34
ST 8
HA -3
BA -4
1400
12

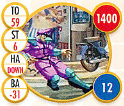
↓ + LK


TO 14
ST 4
HA +4
BA +3
200
1

↓ + MK

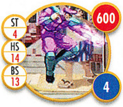

TO 22
ST 5
HA +2
BA +1
900
7

↓ + HK

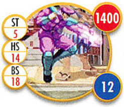

TO 59
ST 6
HA DOWN
BA -31
1400
12

JUMPING

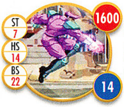
↑ + LP


ST 4
HS 14
BS 13
600
4

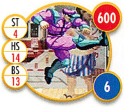
↑ + MP


ST 5
HS 14
BS 18
1400
12

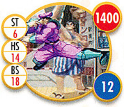
↑ + HP


ST 7
HS 14
BS 22
1600
14

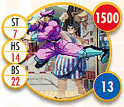
↑ + LK


ST 4
HS 14
BS 13
600
6

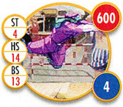
↑ + MK


ST 6
HS 14
BS 18
1400
12

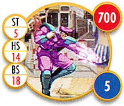
↑ + HK


ST 7
HS 14
BS 22
1500
13

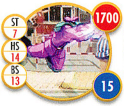
↗ OR ↖ + LP


ST 4
HS 14
BS 13
600
4

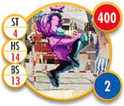
↗ OR ↖ + MP


ST 5
HS 14
BS 18
700
5

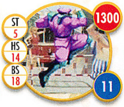
↗ OR ↖ + HP


ST 7
HS 14
BS 13
1700
15

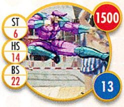
↗ OR ↖ + LK


ST 4
HS 14
BS 13
400
2

↗ OR ↖ + MK

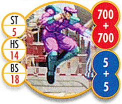

ST 5
HS 14
BS 18
1300
11

↗ OR ↖ + HK


ST 6
HS 14
BS 22
1500
13

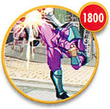
COMMAND ATTACKS

IN AIR, MP, MP

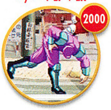

ST 5
HS 14
BS 18
700 + 700
5 + 5

THROWS

LP + LK

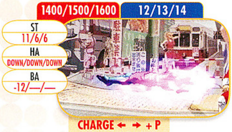


→/← + LP + LK



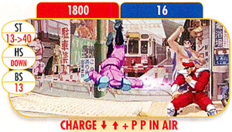
M. Bison's neutral LP + LK throw is a juggle starter. In the corner, and in a few other situations, you can follow this throw with a jumping MP x2 in the air after it, and finish this juggle with the Mega Psycho Crusher! The other throws just let you toss opponents to different parts of the screen, but if you're after big damage use the neutral throw.

SPECIAL MOVES



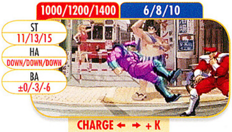
CHARGE ← → + P
PSYCHO CRUSHER

M. Bison propels himself across the screen in a wave of psycho power. The strength of the button used to perform the Psycho Crusher determines how far and how fast he will travel. The LP version travels 3/4 of the screen, MP will just reaches full screen, and HP will go the full length of the screen at top speed. The Psycho Crusher should mainly be used to keep your opponent at bay, or at the end of a combo, because smart opponents will be able to hit you if they block it. The Psycho Crusher is also a great way to stop projectiles just as they are about to start.



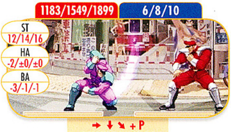
CHARGE ↓ ↑ + P P IN AIR
DEVIL REVERSE

The beginning of the Devil Reverse looks exactly like the Head Press, but doesn't actually stomp on the head of the opponent. Instead, M. Bison jumps in the air until you press punch. If you never press the second punch, he will sail harmlessly through the air. While this is not an attack, you can sometimes simply land and throw as a surprise for opponents who are very used to blocking the Head Press. When you do press punch, you can once again control M. Bison by moving him left or right. He will fly through the air with a different high-priority punch attack. If you land the punch attack on a blocking opponent, you have nothing to fear because it is completely safe.



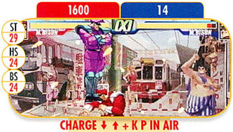
CHARGE ← → + K
DOUBLE KNEE PRESS

The Double Knee Press is one of M. Bison's better moves. Since this game features the Street Fighter 2 version of M. Bison, the Double Knee Press can set up a good guessing game if it is blocked. Since he has almost no recovery time after a blocked Double Knee Press, you can start a simple yet deadly mix up game by either throwing or starting another combo. Both of those options yield a lot of damage if your opponent guesses incorrectly. The Double Knee Press also serves as a great ending to a combo.



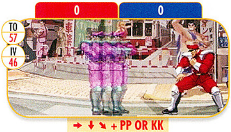
→ ↓ ↘ + P
PSYCHO VANISH

Psycho Vanish is a move from later versions of Street Fighter that they added to M. Bison's arsenal. It has short range and it can really only be used as a surprise attack. Its main function is to be used as your opponent is getting up to do some extra block damage and create block stun. The Psycho Vanish can also be used to cancel incoming projectiles and gain super meter.



CHARGE ↓ ↑ + K P IN AIR
HEAD PRESS

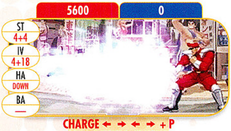
M. Bison has the ability to perform an auto-targeting stomp on your opponent's head very quickly. The Head Press moves slightly faster than a normal jump, and can give you an extra edge against projectile throwing characters. It can easily be countered if an opponent sees it coming, so it's typically best used to respond to a ground attack rather than as a way to anticipate them or initiate offense. The second part of the Head Press is a follow-up air attack during which you can move M. Bison left or right and choose to come down with a punch attack, or nothing at all. This punch attack is very high-priority and will stop almost any incoming attack.



→ ↓ ↘ + PP OR KK
TELEPORT (CLOSE)
← ↓ ↙ + PP OR KK
TELEPORT (AWAY)

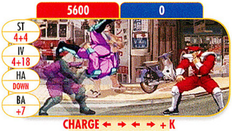
M. Bison's teleport offers several options on where to reappear. Using the →, ↓, ↘ + PP or KK version moves M. Bison closer to your opponent while doing the reverse motion moves M. Bison farther away. Pressing punches will moves M. Bison a shorter distance while using the kicks takes you slightly further. Though the teleport has a slight delay on startup and recovery, it's great for escaping pesky corner traps.

SUPER ARTS



CHARGE ← → ← → + P
MEGA PSYCHO CRUSHER

M. Bison's Mega Psycho Crusher is a great move to punish opponents who miss any move in front of you. The Mega Psycho Crusher also eats up projectiles as it hurtles toward an opponent. Depending on M. Bison's distance, the hit count and damage for this attack varies. It is also possible to land the Mega Psycho Crusher after two (juggled) jumping MP attacks, but this is extremely hard, so proceed with caution when attempting this maneuver to avoid wasting your hard-earned super meter.



CHARGE ← → ← → + K
KNEE PRESS NIGHTMARE

This is the better of M. Bison's two supers because the Knee Press Nightmare is completely safe on a block, and often even gives M. Bison the advantage. If it makes contact on the ground, it will connect for all the hits. If it hits your opponent while they are airborne, or while they are blocking, it will only do the first set of four hits, then stop. The Knee Press Nightmare has invincibility frames in the beginning, so it can pass through certain projectiles at close range. Don't be afraid just to throw the Knee Press Nightmare out randomly, or to get out of an opponent's trap that may be driving you crazy.

CLOSE RANGE ATTACK PATTERNS

CROUCHING LP X2

If it hits:

Chain the second crouching LP into standing LK → LK Double Knee Press

If it's blocked:

Walk up throw

Walk up close standing LK linked into standing HK

Counter hit crouching LK → LK Double Knee Press

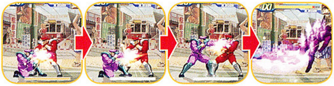
TRICKS AND TACTICS

M. Bison players must use tactics that involve avoiding projectiles at all costs. Use the Psycho Banish to repel these attacks, or use the Head Press to fly over them and deal some damage. Using LK and MK as pokes in an opponent's face will stop a lot of special moves and attacks from coming out. Train your opponent to come after you by teleporting away every time they get close to you. Then, when they get within 3/4 of the screen, surprise them with a crouching HK to knock them off of their feet. When your opponent is waking up, use the Psycho Banish to make them block on wake up while keeping your frame advantage, then proceed to a mix up move of your choice.

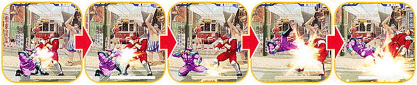
M. Bison is one of the few characters in Capcom Fighting Evolution that does not have a wake up move or reversal. If you find yourself being cornered a lot, you have several options to get out of the corner. Teleporting far behind your opponent is one of the best ways to escape. Another way is to use your Knee Press Nightmare on wake up in an attempt to land a free super. If it lands, great! If not, you are still out of the corner and have the advantage going into your next move. To build up super, use the Devil Reverse many times, but stay away from your opponent. This will get your super meter filled in a hurry. Throwing with M. Bison is a great way to land big damage in the corner, since he is the only character that can combo after a throw into a super combo. That by itself is enough to help make M. Bison into a top tier character in Capcom Fighting Evolution.

COMBOS

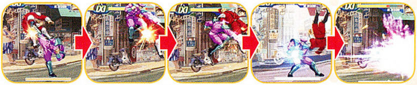
Crouching LP → Crouching LP → LP → LP Psycho Crusher.



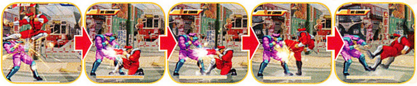
Crouching LP → Crouching LP → Crouching LK → LK Double Knee Press.



In Corner, Neutral Throw → ↗ + MP → ↗ + MP → Mega Psycho Crusher.



Jump in HK → Crouching LP → Crouching LP → LK → Knee Press Nightmare.



RYU

Original Game Appearance:
Street Fighter

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

The general plan while playing Ryu is to zone your opponent, force them to make mistakes, and try to capitalize on these mistakes. One thing that makes him such a good character is the amount of damage he dishes out. Ryu is a combo character, so when he hits his opponent, several hits can usually follow, often including a super attack.

ATTACKS TO KEEP IN MIND

Ryu's top two attacks are the Shoryuken and the Hadoken, and these moves continue to make Ryu one of the great ones. Ryu's Hadoken is fast. It will force your opponent to find ways around it, and adjust their strategy according to the way you decide to play. It also works to accentuate the power of the Shoryuken, because a very common way to work around projectiles is to jump in, and that's when you can really hammer them with it. This legendary anti air move can stop anything that comes its way.

DEFENSIVE SITUATIONS

Ryu embodies the perfect example of defensive zoning. The basic pattern, which has existed as long as Street Fighter itself, is to simply use the Hadoken until your opponent jumps, then counter this jump in with a deep Shoryuken. This pattern is rumored to have been discovered painted on prehistoric cave walls, and the modern Ryu is still about as defensive as you can get in Capcom Fighting Evolution.

BEGINNING OF THE ROUND

Throwing a Hadoken at the beginning of the round is a mistake that everyone makes at one time or another. This is an extremely bad tactic for a starting move. Opponents can pick up on this and land huge jumping combos at the start of a round. Your best bet is to jump back and THEN throw a Hadoken. This allows you to gain some real estate between you and your opponent, and you won't have to worry about an early pesky jump in combo to set you back in the match.

MID GAME

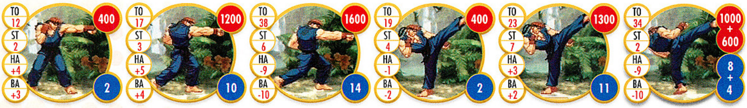
Ryu is based heavily on combos, so most of your mid game tactics should revolve around gaining super meter and using a super attack in a combo. Ryu can most easily accomplish this by using the Tatsumaki Senpukyaku. The safest way to use this move is in the air, just before you are about to land, which reduces the window of opportunity for punishment by your opponent. In addition, throwing Hadoken's from afar is a great way to build super meter. They are relatively safe and build up meter quite quickly. During mid game, crouching MK is also your friend. Crouching MK can two-in-one into Shinku Hadoken or Shin Shoryuken. Shinku Hadoken should be your only choice unless your opponent misses a major move like a Shoryuken or a Russian Aerial Slam. At that point, linking crouching MK into Shin Shoryuken is definitely your best course of action. If your opponent is throwing projectiles rapidly use Shinku Hadoken to nullify one of the projectiles coming your way, and send four more Hadoken's of your own back at them. If you can land the super at any time, you should be in great shape to close out the round.

END GAME

During this portion of the round, you don't want to do anything too fancy. Just keep it short and sweet by using completely safe moves. Go back to the zoning game and throw some Hadoken's. When your opponent jumps, nail them with a Shoryuken. A great strategy that always works when you are low on life is to use a cross up attack, and immediately follow it up with a throw. Your opponent will be too worried about blocking the correct direction and they will usually get thrown. If it's the final round and you have a full super meter, you need to get find a good way to use the super attack and not waste it. Try to trick your opponent into throwing projectiles to cancel the ones you are throwing. Then, when you see your opponent throw one last one, use the Shinku Hadoken to hit them for massive damage. Don't be afraid to use the Shinku Hadoken to create block damage if you have your opponent in the corner. Follow it up immediately with a → + HP. This will put them in more block stun and give you the advantage for the next attack. The best bet at this point is to mix up either the overhead attack (→ + MP), or a crouching HK. In either case, you will be left safe and in control of the final moments of the match.

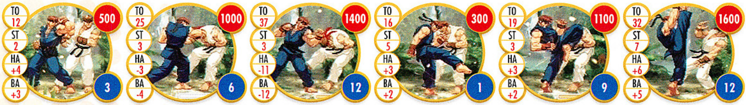
NORMAL MOVES

STANDING



	LP	MP	HP	LK	MK	HK
TO	12	17	38	19	23	34
ST	2	3	6	4	7	2
HA	+4	+5	-9	-1	+3	-9
BA	+3	+4	-10	-2	+2	-10
	400	1200	1600	400	1300	1000 + 600
	2	10	14	2	11	8 + 4

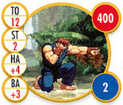
STANDING CLOSE



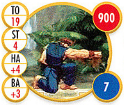
	LP	MP	HP	LK	MK	HK
TO	12	25	37	16	19	32
ST	2	3	3	5	3	7
HA	+4	-3	-11	+3	+3	+6
BA	+3	-4	-12	+2	+2	+5
	500	1000	1400	300	1100	1600
	3	6	12	1	9	12

CROUCHING

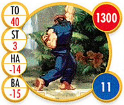
↓ + LP


TO 12
ST 2
HA +4
BA +3
400
2

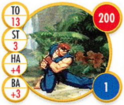
↓ + MP


TO 19
ST 4
HA +4
BA +3
900
7

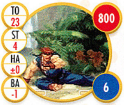
↓ + HP


TO 40
ST 3
HA -14
BA -15
1300
11

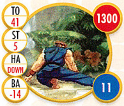
↓ + LK


TO 13
ST 3
HA +4
BA +3
200
1

↓ + MK

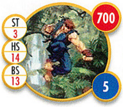

TO 23
ST 4
HA ±0
BA -1
800
6

↓ + HK

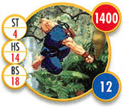

TO 41
ST 5
HA DOWN
BA -14
1300
11

JUMPING

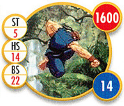
↑ + LP


ST 3
HS 14
BS 13
700
5

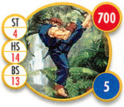
↑ + MP


ST 4
HS 14
BS 18
1400
12

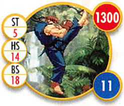
↑ + HP


ST 5
HS 14
BS 22
1600
14

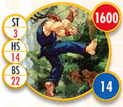
↑ + LK


ST 4
HS 14
BS 13
700
5

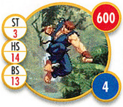
↑ + MK


ST 5
HS 14
BS 18
1300
11

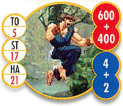
↑ + HK


ST 3
HS 14
BS 22
1600
14

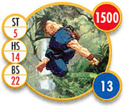
↗ OR ↖ + LP


ST 3
HS 14
BS 13
600
4

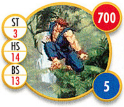
↗ OR ↖ + MP


TO 5
ST 17
HA 21
600 + 400
4 + 2

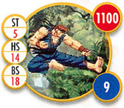
↗ OR ↖ + HP


ST 5
HS 14
BS 22
1500
13

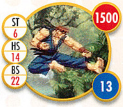
↗ OR ↖ + LK


ST 3
HS 14
BS 13
700
5

↗ OR ↖ + MK

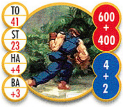

ST 5
HS 14
BS 18
1100
9

↗ OR ↖ + HK

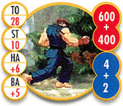

ST 6
HS 14
BS 22
1500
13

COMMAND ATTACKS

→ + MP

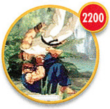

TO 41
ST 23
HA +4
BA +3
600 + 400
4 + 2

→ + HP

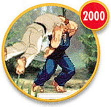

TO 28
ST 10
HA +6
BA +5
600 + 400
4 + 2

THROWS

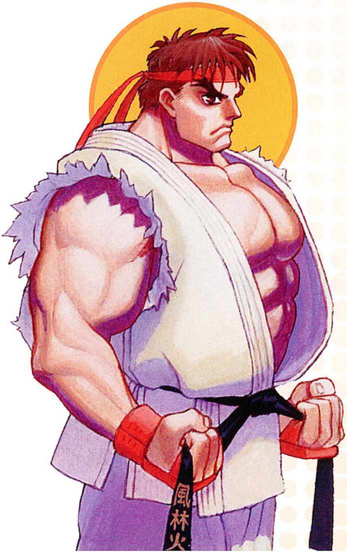
LP + LK



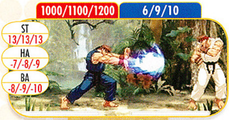
→/← + LP + LK



Ryu's neutral LP + LK throw is a hip toss that puts your opponent behind you. This throw can help you give opponents a taste of their own medicine by cornering them if they have cornered you. Both the forward and back versions of his other throw are the same, except you can control which way you throw your opponent. Forward throws your opponent in front of you and back throws them behind you. The command throw is also a great way to get your opponent right where you want them.

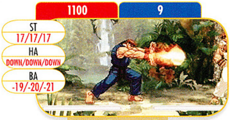


SPECIAL MOVES



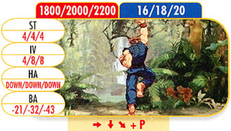
↓ ↘ → + P
HADOKEN

This is one of the best projectiles in the game. It has quick start up time, great recovery time, and does decent damage. Because the Hadoken is fast, you should have no trouble throwing them in fast succession. Use the Hadoken to set up traps like the defensive Hadoken/Shoryuken trap.



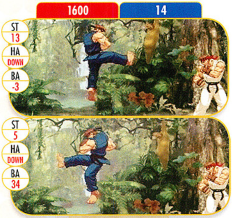
← ↙ ↓ ↘ → + P
SHAKUNETSU HADOKEN

This is the famous red version of the Hadoken. It is slower than its predecessor, but knocks down opponents up close, setting up cross up combos and wake up games. The Shakunetsu Hadoken has more of a frame delay after using it, so you will be stuck in the Hadoken throwing position for a while. If you are across the screen, it's best to use the regular version. Up close, the advantages of the Shakunetsu version make it worth your while.



→ ↓ ↘ + P
SHORYUKEN

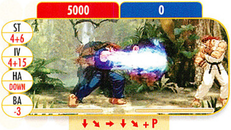
The ultimate power move, the Shoryuken is a one hit knockdown. Very effective against anyone in the air, it can also be comboed after a crouching MK or a close HP. This is also the key move in the Hadoken/Shoryuken trap. Don't use the HP version of the Shoryuken unless you are absolutely sure it will connect. Also, be very careful about doing the Shoryuken too early against characters with air blocking because it won't connect, and they'll be free to combo you.



↓ ↙ ← + K (OK IN AIR)
TATSUMAKI SENPUKYAKU

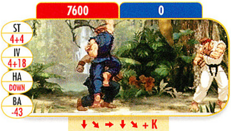
Ryu performs a spinning kick above the ground. It is attack moves high enough to go over projectiles like the Sonic Boom. To minimize your chances of getting hit, use the Tatsumaki Senpukyaku as you are approaching the ground, as a great way to build meter. The Tatsumaki Senpukyaku also has the amazing ability to cross up your opponent from the air. You can accomplish this by performing a Tatsumaki Senpukyaku in the air above your opponent's head, just as they are getting up. The second set of frame data is for the air version of this move.

SUPER ARTS



↓ ↘ → ↓ ↘ + P
SHINKU HADOKEN

The Shinku Hadoken is a great way to end a combo with some extra damage that you might need to put yourself over the top. Since it's a series of five Hadokens bunched together, it works well against someone throwing projectiles at you. It will take out their projectile and usually hit them before they can recover. Shinku Hadoken is very easily to use in a combo with crouching MK, so use this as your "go to" combo. If used as block damage, you still have an advantage to move before your opponent can stop blocking, leaving you free to start high/low mix up games.



↓ ↘ → ↓ ↘ + K
SHIN SHORYUKEN

The ultimate uppercut, the Shin Shoryuken will do massive damage and leave your opponent crippled if they are foolish enough to stand in your way. The Shin Shoryuken is best used in a combo because, while it's very powerful, it will leave you completely open if it misses. In rare situations, you can use the Shin Shoryuken to juggle an opponent after attacks like a crouching HK. However, this is not often advisable, since the super attack will do far less damage this way, but in situations where you just need one extra hit it is nevertheless good to know that it can be used in this manner.

CLOSE RANGE ATTACK PATTERNS

→ + HP (2 HITS)

If it hits:

Link crouching LK → crouching LP → crouching LK → Shinku Hadoken

If it's blocked:

Throw as soon as your opponent leaves block stun

Crouching LK → crouching LP → crouching LK → Shinku Hadoken

CROUCHING LK → CROUCHING LP

If it hits:

Chain the crouching LP into crouching LK → Shinku Hadoken

If it's blocked:

Walk up and throw

→ + HP linked into a crouching HK → LP Hadoken

→ + MP

If it hits:

Link crouching LP → Shinku Hadoken

If it's blocked:

Walk up and throw

Walk up crouching LK → crouching LP → crouching LK → Shinku Hadoken

Counter Hit crouching HP → HP Hadoken

→ + HP linked into a crouching HK → LP Hadoken

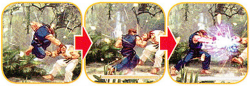
TRICKS AND TACTICS

Ryu is best played in one of two ways: with "rushdown" or with zoning. If you choose to play "rushdown" style, throw out a variety of quick moves alternating between high and low. Every now and then, use Ryu's foot-speed to dance inside of your opponent's range and throw. When you are in rushdown mode, make sure that every crouching MK that connects is comboed into a Hadoken, or Shinku Hadoken. Use crouching HK, followed up with a Tatsumaki Senpukyaku to trick your opponent into trying to move after the sweep. Alternately, you can use a crouching HK into an LK Tatsumaki Senpukyaku, which should leave you right on top of your opponent just as they are recovering from block stun. This creates a chance for you to try and throw your opponent, or use a Shoryuken if they try to hit you. In rushdown, your two favorite attacks should be → + MP and → + HP. The → + MP is an overhead attack that will hit crouching opponents. → + HP is great for a rushdown style because it forces the opponent to block two hits, so regardless of whether it hits or is blocked, you're left in an advantageous situation. Crouching MK can also be linked on to a → + HP if it connects.

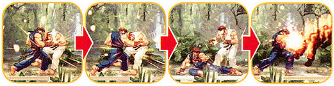
If you decide to play a zoning Ryu, you will be throwing a lot of Hadokens. This is a very popular way to play him, because it is very effective against a lot of characters and weak players, so it might be a good way to begin. Use lots of Hadokens and when your opponent jumps, use a Shoryuken to hit them out of the air. If your opponent gets too close to you, use an air Tatsumaki Senpukyaku to get away and go back to your Hadoken/Shoryuken combination. Remember, when your super meter is filled, try to use the Shinku Hadoken only when your opponent throws out a projectile, so you can nullify it and make them eat the rest of your super attack. Don't take too many chances, or you will be down in in the match and forced to play defensively—always a bad combination.

COMBOS

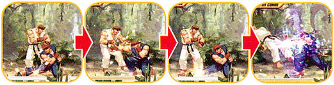
Jump in HP → HP → HP Hadoken.



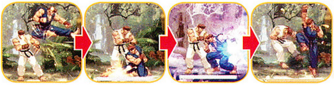
→ + HP → Crouching MK → Shakunetsu Hadoken.



Crouching LK → Crouching LP → Crouching LK → Shinku Hadoken.



Crossup MK → Crouching LK → Shin Shoryuken.



ZANGIEF

Original Game Appearance:
Street Fighter 2

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

The plan of attack for a Zangief player should be to get in close and pummel your opponent with a barrage of special moves and throws. Against some characters, Zangief will have a hard time closing the distance. Use the Punishing Flat to repel projectiles and slowly make your way inside, where the Screw Pile Driver and Final Atomic Buster are your tickets to big damage.

ATTACKS TO KEEP IN MIND

Since Zangief has to have two things happen before he can be effective, it makes his job a whole lot harder. First, Zangief has to get in and stay close to be effective. Second, you must actually do damage when you finally do get inside your opponent's defense. To do that damage, Zangief has a very simple mix up that involves switching between the Screw Pile Driver and a crouching HK. After you've made your opponent block, you can either go straight for the Screw Pile Driver, or out-think them with a crouching HK that will stop an attempt to escape the throw by jumping back. Don't let your quarry get away, or you'll have to work to get back inside all over again.

DEFENSIVE SITUATIONS

A lot of players like to take advantage of keeping the grappler characters across the screen, and throwing projectiles at Zangief gives them a sense of security. Little do they realize that your Punishing Flat can now slap projectiles down with authority. Zangief is also a big target for cross up combos, so practice using the Double Lariat for defense.

BEGINNING OF THE ROUND

It's a statistical fact that most projectile character players like to throw a projectile at the beginning of the round. This is your chance to get in and make your opponent pay for being a predictable slob. Use either the Punishing Flat, or simply a normal jump, to start your round off. Most of the time your opponent won't have a super meter to punish you with, and taking chances with Zangief is a must. You can also open the round with a Double Lariat to let incoming projectiles pass harmlessly by you.

MID GAME

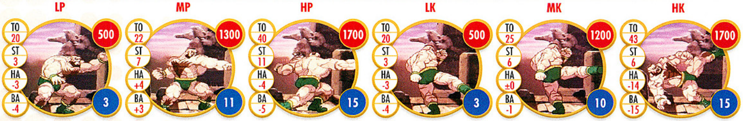
You will have to vary your game plan according to several mid game factors. The most important factor is life, and where your's stands relative to your opponent's. If you are ahead on life, you can just stay put and force your opponent to come after you. This is an important consideration because Zangief with 100% super bar is very difficult to attack. The Aerial Russian Slam is Zangief's best anti air move, and your opponent should respect this threat by not jumping. Keep your opponent out and run the clock down to force them into making careless mistakes. If you happen to get knocked down, and they try to cross you up, use the Double Lariat to thwart their plans. If the tables are turned, and you are low on life, you'll have to take some big risks to get in close. Since you don't have air blocking, rolling, or parrying, it will be extremely difficult to get in. Gaining ground requires careful use of the Double Lariat and the Punishing Flat. Your ultimate goal should be a quick tick-throw setup to land the Final Atomic Buster.

END GAME

This is where a lot of Zangief players make a serious mistake. Even though super attack finishes look nice, they aren't always necessary to win a match. All you need is enough damage to win the round! Players have a tendency to block in the corner a lot, but against Zangief, they should be terrified of the Screw Piledriver. Use MK or crouching HK in close to make your opponent rethink the strategy of trying to jump or get out of the way of the Screw Piledriver. If they try to jump out of the corner, use the Double Lariat to put them back in their place. A good fake-out is to use crouching LK immediately followed up by a crouching HK, because they look identical. If you are just outside of crouching HK range, expect your opponent to throw a projectile. Use the Punishing Flat, then do some more punishing of your own once you get inside.

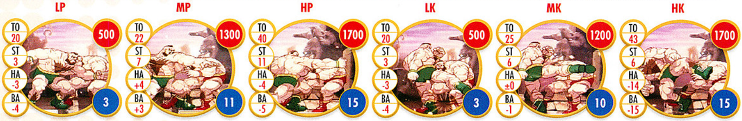
NORMAL MOVES

STANDING



	LP	MP	HP	LK	MK	HK
TO	20	22	40	20	25	43
ST	3	7	11	3	6	6
HA	-3	+4	-4	-3	±0	-14
BA	-4	+3	-5	-4	-1	-15
	500	1300	1700	500	1200	1700
	3	11	15	3	10	15

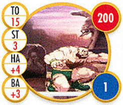
STANDING CLOSE



	LP	MP	HP	LK	MK	HK
TO	20	22	40	20	25	43
ST	3	7	11	3	6	6
HA	-3	+4	-4	-3	±0	-14
BA	-4	+3	-5	-4	-1	-15
	500	1300	1700	500	1200	1700
	3	11	15	3	10	15

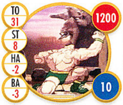
CROUCHING

↓ + LP



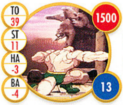
TO 15
ST 3
HA +4
BA +3
200
1

↓ + MP



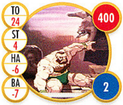
TO 31
ST 8
HA -2
BA -3
1200
10

↓ + HP



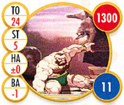
TO 39
ST 11
HA -3
BA -4
1500
13

↓ + LK



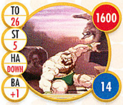
TO 24
ST 4
HA -6
BA -7
400
2

↓ + MK



TO 24
ST 5
HA ±0
BA -1
1300
11

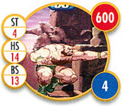
↓ + HK



TO 26
ST 5
HA DOWN
BA +1
1600
14

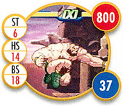
JUMPING

↑ + LP



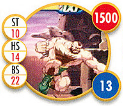
ST 4
HS 14
BS 13
600
4

↑ + MP



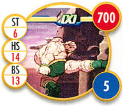
ST 6
HS 14
BS 18
800
37

↑ + HP



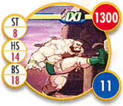
ST 10
HS 14
BS 22
1500
13

↑ + LK



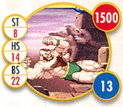
ST 6
HS 14
BS 13
700
5

↑ + MK



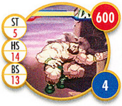
ST 8
HS 14
BS 18
1300
11

↑ + HK



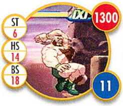
ST 8
HS 14
BS 22
1500
13

↗ OR ↖ + LP



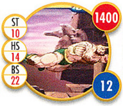
ST 5
HS 14
BS 13
600
4

↗ OR ↖ + MP



ST 6
HS 14
BS 18
1300
11

↗ OR ↖ + HP



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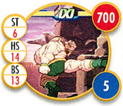
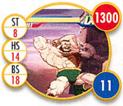
HS 14
BS 22
1400
12

↗ OR ↖ + LK



ST 6
HS 14
BS 13
700
5

↗ OR ↖ + MK



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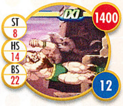
HS 14
BS 18
1300
11

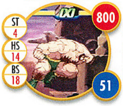
↗ OR ↖ + HK



ST 8
HS 14
BS 22
1400
12

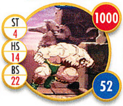
COMMAND ATTACKS

IN AIR, ↑ + MP



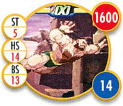
ST 4
HS 14
BS 18
800
51

IN AIR, ↑ + HP



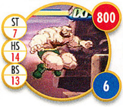
ST 4
HS 14
BS 22
1000
52

IN AIR, ↓ + HP



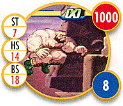
ST 5
HS 14
BS 13
1600
14

IN AIR, ↓ + LK



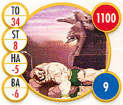
ST 7
HS 14
BS 13
800
6

IN AIR, ↓ + MK



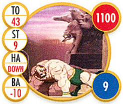
ST 7
HS 14
BS 18
1000
8

↘ + MK



TO 34
ST 8
HA -5
BA -6
1100
9

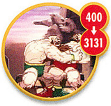
↘ + HK



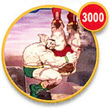
TO 43
ST 9
HA DOWN
BA -10
1100
9

THROWS

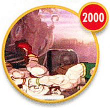
LP + LK



→ + LP + LK

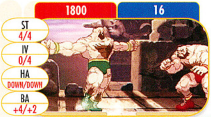


← + LP + LK



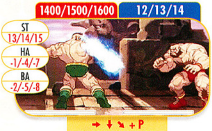
Zangief's neutral LP + LK throw is a multi hit head bite that can be buffed up by pressing buttons rapidly during its execution. → + LP + LK is a mini Piledriver that does quite a lot of damage. ← + LP + LK is suplex that will send an opponent in the opposite of whichever direction you are facing. Use this throw to keep opponents from escaping the corner!

SPECIAL MOVES



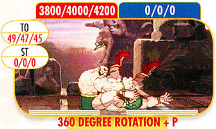
ALL 3 PUNCHES OR KICKS SIMULTANEOUSLY
DOUBLE LARIAT

This is one of Zangief's best anti air moves, and very few moves in the game can successfully penetrate it. The Double Lariat is invincible to projectiles, and it stops all cross up attacks. It is also useful for gaining super meter while stuck on the other side of the screen. By holding forward, or backwards, you can move Zangief during the Double Lariat. If you're feeling frisky, you can go for a quick crouching LK into a Double Lariat for a two hit combo. Watch out for Chun Li's Head Stomp and M. Bison's Head Press, as these are a few of the rare moves that can stop the Double Lariat every time. The second set of data refers to the three kick version.



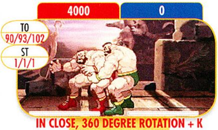
→ ↓ ↘ + P
PUNISHING FLAT

The Punishing Flat accomplishes two important objectives for Zangief. Not only does it repel projectiles (a major hassle for Zangief), but it also puts you extremely close to your opponent and leaves you in an advantageous situation. The Punishing Flat also can be comboed off of a crouching MK. A great tactic after a successful Screw Pile Driver is to do the Punishing Flat twice in quick succession. This will put you back near the opponent, while building a good chunk of meter at the same time.



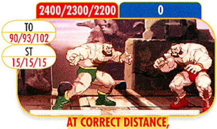
360 DEGREE ROTATION + P
SCREW PILEDRIVER

This move is Zangief's bread and butter. It hits on the first frame, meaning it is essentially instantaneous. Your opponent's justified fear of this move should also open the door for you to mix it up with deadly combinations. By keeping your opponent constantly worried about the Screw Piledriver, it should force them to change tactics and focus on avoiding it. By learning the ranges of your opponent's attacks, you will be ready to whip out a Screw Piledriver against missed moves.



IN CLOSE, 360 DEGREE ROTATION + K
ATOMIC SUPLEX

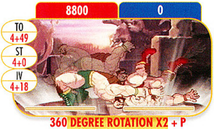
The Atomic Suplex has less range than the Screw Piledriver. The upside to this move is that when you whiff it, Zangief will still make an attempt to grab an opponent. Unfortunately, this move hits on the 2nd frame, so there is also an extra window of opportunity to get out of it.



AT CORRECT DISTANCE,
360 DEGREE ROTATION + K
FLYING POWERBOMB

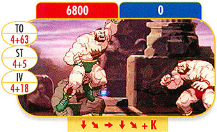
This move is the result of not being close enough to grab an opponent on the 2nd frame with the Atomic Suplex. This move has some advantages and some disadvantages. Coming at your opponent with a grab might throw them off their guard, but don't abuse it or they will catch on and hit you out of it. A great option is to do the Flying Powerbomb immediately after a move that misses while your opponent is out of your Screw Pile Driver range. Though it takes longer to get there, this move can punish from a greater distance, leaving your victim dazed and confused.

SUPER ARTS



360 DEGREE ROTATION X2 + P
FINAL ATOMIC BUSTER

This is one of the most feared super attacks in the game. Landing this nearly 9000 damage move against an opponent is always Zangief's ultimate goal. The Final Atomic Buster is unblockable and instantaneous, but it cannot be comboed. Be careful—jumping in with LK and immediately following it up with the Final Atomic Buster doesn't work as well as it used to. If you do it too soon, it will completely whiff and you will lose your whole super meter. Using the Final Atomic Buster after a Punishing Flat is a tactic you want to master… unless you're so good that you don't need free supers!



↓ ↘ → ↓ ↘ + K
AERIAL RUSSIAN SLAM

Zangief leaps into the air and grabs anything within a football field's length of him. Unlike previous Street Fighter games, you can no longer use an anti air hit and link the Aerial Russian Slam afterwards. When this super is available, Zangief can stop worrying about jumping opponents, as no one in their right mind would risk getting slammed by this monster move. The Aerial Russian Slam can hit anything in the air, including Ryu's Tatsumaki Senpukyaku and even M. Bison's Psycho Crusher.

CLOSE RANGE ATTACK PATTERNS

CROUCHING LP X2

If it hits:

Chain the second crouching LP into crouching LP x2

→ standing LK

If it's blocked:

Do a HP Screw Piledriver the second your opponent leaves block stun

An immediate crouching MP or jump straight up ↑ + HP to beat attempts to jump away from your Screw Piledriver

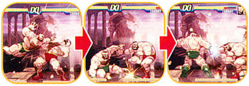
TRICKS AND TACTICS

All Zangief players end goal is to land either the Screw Piledriver or, preferably, the Final Atomic Buster as many times as they can. Succeeding requires a lot of different setups and knowing exactly what to do in specific situations. Jumping in towards your opponent with a light attack can usually be followed up with a Screw Piledriver, or Atomic Suplex. As an up-close and personal fighter, Zangief excels when his opponent is trapped in the corner. Using crouching LK followed by crouching HK in the corner works wonders when your opponent thinks you are about to use a Screw Piledriver on them. You'll be surprised to see yourself landing this a lot more than you would think this would ever work.

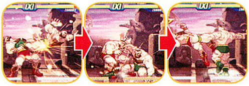
On the other hand, Zangief is a big target, and a lot of opponents like to try to cross him up. This is a bad move on their part if you know how to deal with it. First, use the Double Lariat to handle any attempts to make you into their practice dummy. If you're in the mood to show off, go for an Aerial Russian Slam. They'll remember getting hit with that, and rethink ever trying to jump in again. One caution, if the Aerial Russian Slam is done on the wrong side, you will fly off in the opposite direction—a costly error. If you are trapped in the corner, try a Double Lariat to get yourself free. Jumping when you are locked down in the corner will usually spell disaster, so remain patient and try to land a crouching HK, or HP, to break up their pattern.

COMBOS

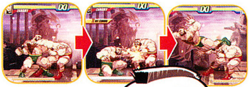
Jump in, ↓ + HP in air → crouching MK → Punishing Flat.



Cross up, ↓ + HP in air → crouching MK → Double Lariat.



MP → Crouching LP → LK.



SHIN AKUMA

Original Game Appearance:
Super Street Fighter 2 Turbo

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

Shin Akuma is a bit of a mixed bag. He deals insane damage; however, he also takes much more damage when he is hit. He has been granted the ability to roll, parry, and even has Darkstalkers-type chaining abilities. He is best used in one of two ways: Either keep constant chain pressure on and rush at opponent's with everything he's got, or keep back and wait for exploitable mistakes and nail them for it. However, you should be wary of turtling with Shin Akuma, his low stamina isn't suited to a purely defensive game.

ATTACKS TO KEEP IN MIND

Shin Akuma's Go Shoryuken is a great anti air move. It keeps your opponent grounded, fits into combos easily, and is excellent for putting your opponent into Shin Akuma's ideal poking range. Use his Tatsumaki Senpukyaku if you are looking to catch your opponent in the beginning of a jump. Shin Akuma's two ground projectiles are also great additions. The Go Hadoken hits once and knocks an opponent back, while the Shakunetsu Hadoken knocks an opponent down whenever it hits, as well as doing major block damage and allowing you to gain the frame advantage. Use Zanku Hadoken's often. The speed with which they come out depends on the strength of the punch used.

DEFENSIVE SITUATIONS

Shin Akuma has a very good offensive style of play, but be wary of taking a hit needlessly because he takes damage more readily than the other fighters. Use the parry to the full extent of your abilities to avoid taking any block damage. Learn when—and when not—to use the Wrap-Around (MP + HP) technique. Use the Zanku Hadoken to stop the approach of any advancing attacker, as well as to cancel any projectiles that may be chasing you as you leap away to safety. The Ashura Senkuu is also a great move to avoid damage and go through projectiles. One of his best defensive abilities, however, is his Go Shoryuken. It is perfectly suited for any air counters, and its invincibility is useful in a variety of situations on the ground as well.

BEGINNING OF THE ROUND

When the round begins, wait a split second to see what your opponent will do. If they decide to jump, knock them down with a LP Go Shoryuken and begin rushing them down. When you are in the air, use the Zanku Hadoken to keep your opponent pinned down, inflict block damage, and keep them in block when you are landing. Keep attacking and soon enough you will force your way inside.

MID GAME

Be very careful about not allowing yourself to be hit. If you are unable to consistently get in and stay there, play the poking game and try to keep your opponent at about a crouching MK distance. His crouching MK is a very effective poke, and can easily lead into Go Hadoken, Shakunetsu Hadoken, Go Shoryuken, or even a Tatsumaki Senpukyaku. Be wary, play smart, and you should be able to keep your opponent at this range quite well, while slowly wearing them down and continuing to build up meter. If you are anywhere from full screen to about a half screen away, learn to parry whatever the opponent throws your way. If you are unable to parry, use the Wrap-Around maneuver, but only from far enough away so that you cannot get thrown while using it. When using the Wrap-Around technique, you are impervious to regular attacks and projectiles, but you can still be grabbed or thrown, so don't get too cocky. Shin Akuma has enough different projectiles to win out in any projectile war, and to make any projectile-less opponent's life very tough. Just remember your ranges, poke effectively, and keep them back while constantly attacking to wear them down slowly. Remember, Akuma can attack even while jumping backwards, so there's no excuse not to keep the pressure on. Another thing to remember is that his Go Shoryuken can pass through projectiles, so if you know one is coming, or are too close to Wrap-Around safely and aren't confident in your parrying, use the go Shoryuken to defend yourself. It's also a great way to build meter. Throw out a few from a safely full screen distance and watch your super meter grow. If the opponent gets too close, teleport away, but learn the different distances that each teleport motion and buttons pressed will take you. You want to teleport about 1/2 screen away or more, because a poorly chosen teleport location opens you up to taking huge damage.

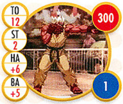
END GAME

Around the end of the round, you should have a full meter. If so, do NOT try to hit with a super attack immediately. Instead, use it safely in a combo, to retaliate against a poorly timed projectile, or against a whiffed special move. His Misogi is also a great surprise move, but try to use it when they are dizzy, or bait them into a projectile, as it does take a few moments to execute. Use his Tenma Gouzanku to hit an opponent out of a jump, or his Messatsu Gouhadou to win a projectile war. Do NOT use the Shungokusatsu unless you are sure you'll connect with it, as against a dizzied opponent. It is one of the easiest moves to escape from, and your opponent can simply hold up to cause it to miss. If you are going for a nice combo, or need to knock them out with an anti-air, use the Messatsu Goushouryu.

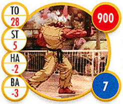
NORMAL MOVES

STANDING

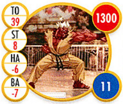
LP



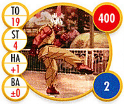
MP



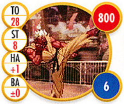
HP



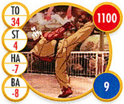
LK



MK

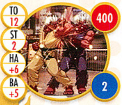


HK

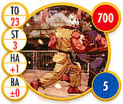


STANDING CLOSE

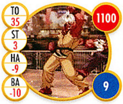
LP



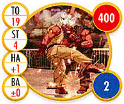
MP



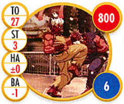
HP



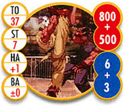
LK



MK

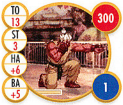


HK

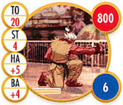


CROUCHING

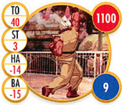
↓ + LP


TO
13
ST
3
HA
+6
BA
+5
300
1

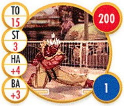
↓ + MP


TO
20
ST
4
HA
+5
BA
+4
800
6

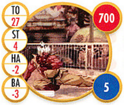
↓ + HP


TO
40
ST
3
HA
-14
BA
-15
1100
9

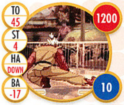
↓ + LK


TO
15
ST
3
HA
+4
BA
+3
200
1

↓ + MK

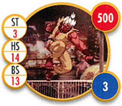

TO
27
ST
4
HA
-2
BA
-3
700
5

↓ + HK

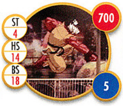

TO
45
ST
4
HA
DOWN
BA
-17
1200
10

JUMPING

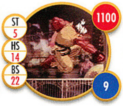
↑ + LP


ST
3
HS
14
BS
13
500
3

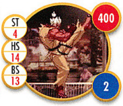
↑ + MP


ST
4
HS
14
BS
18
700
5

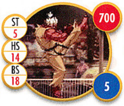
↑ + HP


ST
5
HS
14
BS
22
1100
9

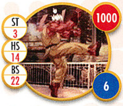
↑ + LK


ST
4
HS
14
BS
13
400
2

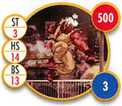
↑ + MK


ST
5
HS
14
BS
18
700
5

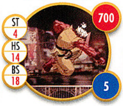
↑ + HK


ST
3
HS
14
BS
22
1000
6

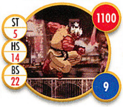
↗ OR ↖ + LP


ST
3
HS
14
BS
13
500
3

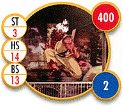
↗ OR ↖ + MP


ST
4
HS
14
BS
18
700
5

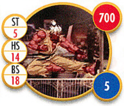
↗ OR ↖ + HP


ST
5
HS
14
BS
22
1100
9

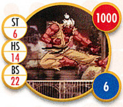
↗ OR ↖ + LK


ST
3
HS
14
BS
13
400
2

↗ OR ↖ + MK

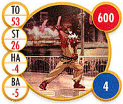

ST
5
HS
14
BS
18
700
5

↗ OR ↖ + HK

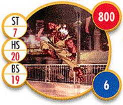

ST
6
HS
14
BS
22
1000
6

COMMAND ATTACKS

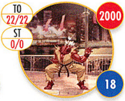
→ + MP


TO
53
ST
26
HA
-4
BA
-5
600
4

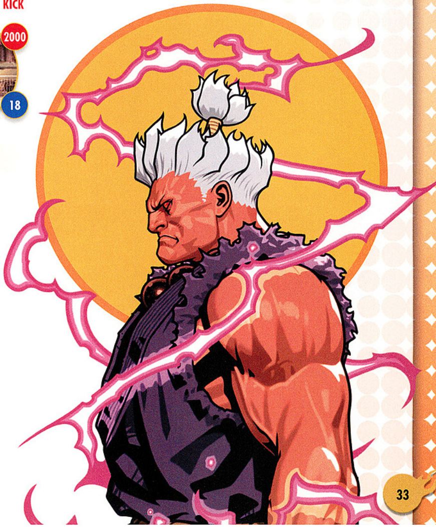
FORWARD JUMP IN AIR, ↓ + MK


ST
7
HS
20
BS
19
800
6

↓ ↓ + PUNCH OR KICK

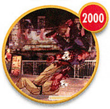

TO
22/22
ST
0/0
2000
18

COUNTER

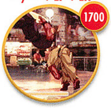


THROWS

LP + LK

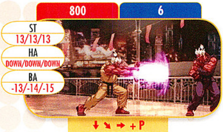


→/← + LP + LK



Shin Akuma's neutral LP + LK throw does far more damage than his other two throws. The only other benefit to using a directional throw is for positioning. If you like your opponents in the corner, throw them in there and punish them when they get up.

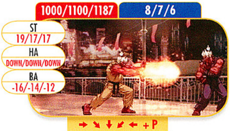
SPECIAL MOVES



↓ ↘ → + P

GO HADOKEN

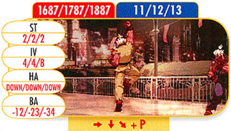
Shin Akuma's Go Hadoken hits once, pushes back a small distance, and comes out fast. Use this as your main projectile, since it has a much faster startup time, as well as being able to combo more easily than the Shakunetsu Hadoken.



→ ↘ ↓ ↙ ← + P

SHAKUNETSU HADOKEN

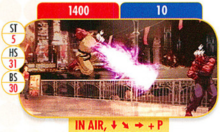
Though it looks similar to the Go Hadoken, Shin Akuma's Shakunetsu Hadoken is a different story altogether. It has a delayed startup, but hits three times, does more damage, and knocks down upon contact. Use the Shakunetsu Hadoken after a crouching MK for a fast four hit combo, but remember that despite it being a three hit projectile, it can be cancelled by an opponent's single projectile.



→ ↓ ↘ + P

GO SHORYUKEN

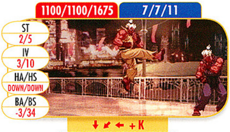
Shin Akuma's Go Shoryuken is an excellent move for both offense and defense. Use it as an anti air, to go through projectiles, punish pokes, and generally terrorize your opponent. If it is used from close enough range, it will hit up to three times and combo for big damage. Use it to zone them into an effective poking range, then bait them into a jump.



IN AIR, ↓ ↘ → + P

ZANKU HADOKEN

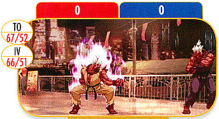
Use Shin Akuma's Zanku Hadoken often. The move covers his attack (or retreat) with two projectiles, coming out at about a 45-degree angle. Note that they do NOT knock down, but this makes them very effective for setting up combos. Try jumping in with them, and connect with a low attack such as crouching MK, then whatever strikes your fancy to finish the combo and cause some major pain.



↓ ↙ ← + K

TATSUMAKI SENPUKYAKU

Use Tatsumaki Senpukyaku in moderation. Look for a projectile to be thrown, and go over it. It combos rather well, and since it doesn't knock down until the third hit, you can also exploit its multi-hit properties. When in the air, Tatsumaki Senpukyaku acts a bit differently. It travels in an upward arc, if you are going up when you perform it, or downwards if you do it while jumping forwards. If you jump straight up, you move forward slightly, so you can use Tatsumaki Senpukyaku to gain an extra moment in the air and avoid landing on something dangerous. The second set of data refers to the aerial version of the move.



→ ↓ ↘ + PP OR KK

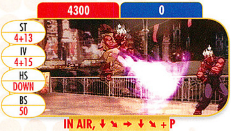
ASHURA SENKUU (CLOSE)

← ↓ ↙ + PP OR KK

ASHURA SENKUU (AWAY)

Ashura Senkuu should be used very carefully. The first thing to keep in mind is that when you Ashura Senkuu doing a forward motion, you will always go towards your opponent, but when you use a reverse motion, Shin Akuma always teleports backwards. There are basically three types of teleports. The forward motion + punches will make you go BEHIND your opponent; the forward motion + kicks will have you appear in front of them, while a reverse motion + either P OR K will make you go in reverse. Ashura Senkuu should be used mainly for defense, but when properly timed, can become quite an offensive surprise.

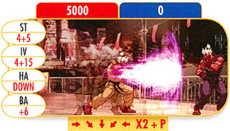
SUPER ARTS



IN AIR, ↓ ↘ → ↓ ↘ + P

TENMA GOUZANKU

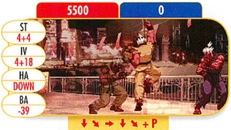
Use the Tenma Gouzanku to make your opponent regret jumping at you. It moves fast and covers a wide range at a good angle to discourage any attempt to put you down. You can also use it after a Tatsumaki Senpukyaku to pump eight extra hits into your foe.



→ ↘ ↓ ↙ ← X2 + P

MESSATSU GOUHADOU

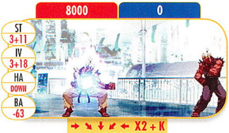
When you are in a projectile war, try to throw Shin Akuma's Messatsu Gouhadou in there right as your opponent lets loose with a projectile of their own. It will eat up their projectile and continue straight into their face. It covers about 1/2 the screen in height, making it tough to jump over. Remember that the total number of hits starts at eight, but any projectile the Messatsu Gouhadou runs into is subtracted from that total. Try to combo into this move for big damage.



↓ ↘ → ↓ ↘ + P

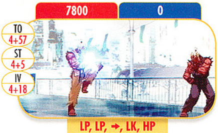
MESSATSU GOUSHOURYU

When in close, or looking for an anti air to defeat your opponent, use the Messatsu Goushouryu. It hits up to seven times normally, or up to three times if used as an anti-air. If your opponent is low on life, you can also combo this super art after a crouching HK for fast damage to finish them off. If used in this way, the first uppercut hits twice, but the follow-ups only hit one time each.



→ ↘ ↓ ↙ ← X2 + K
MISOGI

Use Shin Akuma's Misogi to make someone think twice about their decision to toss a projectile your way. It has very fast startup time, and causes a single hit for massive damage. In fact, try to connect a LP Go Shoryuken, then combo into this attack for a fast four hit, 9687 damage combo! Also useful as an anti air, this move will completely crush a jumper.



LP, LP, →, LK, HP
SHUNGOKUSATSU

The Shungokusatsu has been changed a bit, and now hits 33 times. The best time to use it would be on a dizzied opponent, as it is also the easiest of Shin Akuma's super attacks to avoid. If an opponent anticipates it properly, simply holding up to jump will make it whiff, leaving Shin Akuma wide open for a spanking. If you are set on doing it, disguise your actions with a combo, and toss Shungokusatsu in as a surprise move.

CLOSE RANGE ATTACK PATTERNS

CROUCHING LK → LP

If it hits:

Link a crouching HK → LK Tatsumaki Senpukyaku, juggle with a late HP Go Shoryuken

If it's blocked:

→ + MP → crouching HK

Walk up throw

Walk up crouching LK → crouching LP, link crouching HK → LK Tatsumaki Senpukyaku, juggle with a late HP Go Shoryuken

Counter hit crouching LP linked into crouching HK → LK Tatsumaki Senpukyaku, juggle with another early LK Tatsumaki Senpukyaku

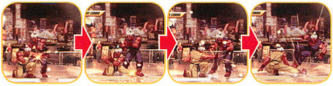
TRICKS AND TACTICS

Shin Akuma has a lot of abilities that add up to make him a dangerous opponent. Use his pokes to keep pressure on your enemy, as well as sneak in a few hits. Defensively, he has almost every weapon needed to get the job done. Use the parry up close to surprise opponents and connect with a chain combo. {Wrap-Around} is useful for getting behind your opponent, going through projectiles, and generally confusing your foes. Come out of the Ashura Senkuu with a Shungokusatsu for a surprise, or for a better tactic, do his small jump and give them a Shungokusatsu. When done properly, the move CAN hit, and makes it worth the effort. If you are going for simplicity, use his increased walking speed to charge forward and throw often. Also, learn to use his Zanku Hadoken as much as possible for block damage, as well as a tool to keep your opponent subdued and under your control at all times.

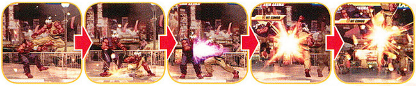
While you are attacking with Shin Akuma, keep several things in mind. His pokes are fast, and if you connect with one you can continue into a chain combo that really hurts. Any time you land a poke, go for a chain, then try to end it in a special. His high-damage potential should make up for his rather weak defense as long as you keep on the offensive. Remember the parry and it will quickly become your best friend in stuffing any comebacks that your opponent might try. Also, use his increased speed to maximum effect by walking in for throws and to follow-up on knockdowns. Stay hard on the offensive and you'll take home a win… often.

COMBOS

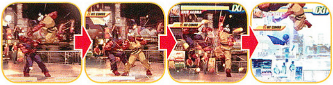
Crouching LP → Crouching LK → Crouching MP → Crouching HK.



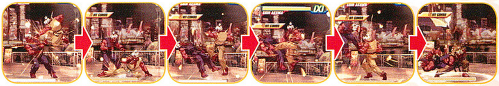
Jump in HK → Crouching MK → Go Hadoken → Messatsu Goushouryu.



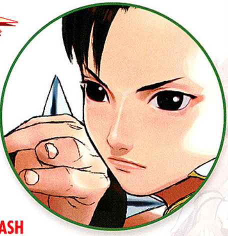
Jump in HP → HP → HP GO Shoryuken → Tenma Gouzanku.



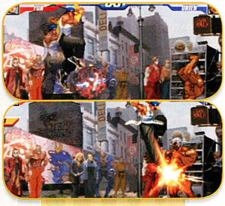
Jump in HK → Crouching MK → LK Tatsumaki Senpukyaku → LP Go Shoryuken → Misogi.



SUB SYSTEMS

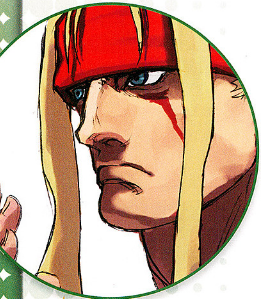


SUPER JUMP

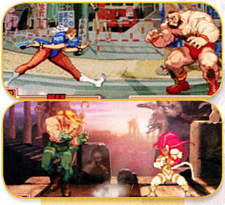


PRESS ↓, THEN ↖, ↑ OR ↗

By tapping ↓ before you jump your character will perform a jump that travels much further then a normal jump. You can use the Super Jump for various practices, like as an easier manner to go for a cross up when far away from your opponent, or to jump over and punish a projectile attempt from further away than normal.



DASH



TAP → → OR ← ← QUICKLY IN SUCCESSION

The Dash is a helpful mobility option that lets you travel a fixed distance very quickly. This is especially useful for getting close to your opponent in a quick manner after knocking them down, or simply to gain a lot of ground in any situation. You can dash forwards or backwards to quickly retreat away from or pursue your opponent.

Not every Street Fighter 3 character has the same dash, and each character's dash travels at different speeds. Below is some extra frame data concerning the length of every Street Fighter 3 character's dash.

Forward Dash

Alex—23 frames total

Chun Li—17 frames total

Yun—22 frames total

Urien—17 frames total

Back Dash

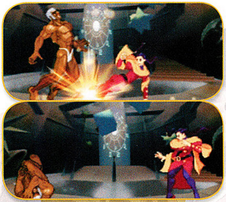
Alex—28 frames total

Chun Li—25 frames total

Yun—32 frames total

Urien—21 frames total

QUICK STANDING



TAP ↓ JUST AS YOU TOUCH THE GROUND, AFTER BEING KNOCKED DOWN.

The Quick Standing maneuver is a backwards roll that allows you to avoid Follow-Up Attacks and possibly harmful wake up mix up patterns after being knocked down. However, the Quick Standing system is vulnerable as it is recovering, which must be taken into consideration before performing the Quick Standing near corners.

Quick Standing Invulnerability Data:

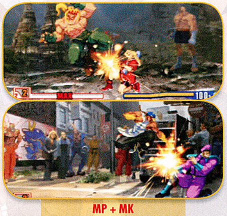
Alex—42 frames total, invincible for the first 34 frames.

Chun Li—42 frames total, invincible for the first 34 frames.

Yun—41 frames total, invincible for the first 33 frames.

Urien—44 frames total, invincible for the first 36 frames.

LEAP ATTACK



MP + MK

By pressing MP + MK you can perform a Leap Attack, which is a jumping overhead attack that must be blocked high. Leap Attacks have a very short hit stun that is very vulnerable to counter attack if they hit normally. However, you can nullify this disadvantage by doing the Leap Attack very early on wake up, timing it so that the Leap Attack hits much later then normal. This can be done so late that it's possible to link an attack after the overhead hits, although this is extremely difficult.

Leap Attack Frame Data

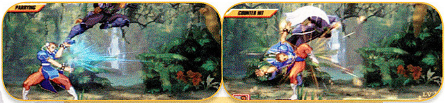
Alex—TO: 39 ST: 12 HA: -13 BA:-14

Chun Li—TO: 40 ST: 12 HA: -13 BA:-9

Yun—TO: 40 ST: 12 HA: -13 BA:-9

Urien—TO: 37 ST: 12 HA: -11 BA:-12

PARRY



HIGH PARRY: TAP → JUST BEFORE A HIGH ATTACK HITS
LOW PARRY: TAP ↓ JUST BEFORE A LOW ATTACK HITS
JUMPING PARRY: WHILE JUMPING, TAP → JUST BEFORE A ATTACK HITS

The Street Fighter 3 universe has one ability that truly makes it unique, the parry. The parry ability allows you to completely nullify any type of attack that isn't a throw. This includes projectiles, which can completely disrupt and ruin your opponent's long range offense. After successfully parrying an attack, your opponent additionally freezes for a split second, a window that can be used to quickly strike and counter your opponent with the combo of your choice. Despite the amazing positives, the parry requires you to make a blind guess. If you attempt to parry what you think is going to be a high attack, and your opponent does a low attack instead, you will not parry the attack and instead take damage. Parries are also completely vulnerable to throws, lowering your chances of successfully parrying an attack at close range. The parry is a high risk, but high reward, defense system. Use it strategically to improve your offense and defense.

Parry Input Data

Before performing a parry the joystick must return the neutral position for at least 1 frame before pressing → or ↓.

Pressing → for up to 5 frames then releasing it allows for high parries for 10 frames. In other words, tapping forward and letting your directional input immediately go back to neutral will give you a 10 frame window for an attack to make contact and still be parried. This also applies to low parries as well.

Pressing and holding → for 6 frames or longer allows for high parries for 5 frames. In shorter terms, pressing and holding → will give you a much smaller window to parry an attack than tapping forward. Again, this additionally applies to low parries as well.

In the case of aerial parries, pressing → for up to 5 frames then releasing it allows for air parries for 8 frames.

Pressing and holding → for 6 frames or longer allows for air parries for 5 frames.

Be aware that if you successfully parry an attack you can immediately attempt another high or low parry, allowing to parry multiple hits back to back. However, if you missed your parry you cannot go for another parry immediately afterwards, you must wait 23 frames before attempting another parry.

THE SUPER ART METER SYSTEM

HIT COMBO
MAX

Your character has two stocks of meter available to them. When your super meter reaches 50% your character gains one stock of meter. With one stock available it's possible to perform a "Super Art", which is simply another name for a super attack. Street Fighter 3 characters have multiple Super Arts available to them, inherently having very flexible super options at their disposal. The ability to carry two stocks of super at one time is of course very beneficial to you as well, giving you an alternate stock of meter to work with if the first super misses and also giving some characters the ability to use two supers in one combo.

EX SPECIAL ATTACKS

It's possible to use 25% of your total super meter to use an upgraded version of some of your special attacks. To do this simply do that special attack's normal input command, but instead press two of the same corresponding attack button used for that attack instead of one. For example:

Alex's Flash Chop command is normally ↓ ↘ → + P.
To do the EX version of this attack, simply input ↓ ↘ → + PP.

Only some of your character's special attacks can be used as an EX special attack. Note that all special attacks that can be used as an EX move have an EX damage rating listed in your character's special attack command list.

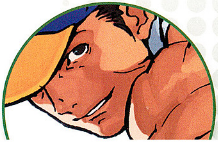
THE SUPER CANCEL

Street Fighter 3 characters can cancel some specific special attacks directly into a super attack. This works exactly like a normal cancel does, simply start and finish the motion for a super attack after a special attack hits. You can even super cancel some EX special attacks! For example:

> Pick Chun-li and perform her HP Kikouken. When the Kikouken hits quickly input the command for Chun-li's Houyokusen super art.

STREET FIGHTER 3 SYSTEM OVERVIEW

Street Fighter 3 characters are endowed with the parry system, an all purpose defensive maneuver that can counter almost any attack for additional damage. Despite the high risk that goes hand in hand with using the parry, it is still a powerful tool that allows you to counter projectile traps, anti air attempts, jump in attempts, and practically anything else you can think of that isn't a throw. To add to the Street Fighter 3 cast's list of positives they have an exceptional super meter system that allows them to store plenty of meter for super and EX attacks. Pretty much all of the Street Fighter 3 cast has great uses for super meter, making them exceptional choices as the secondary "user" character on your team that comes in after another character has built super meter for them. Furthermore, they have the most basic of mobility systems needed to move around and a type of combo system that no other cast of characters have available to them.



ALEX

Original Game Appearance:
Street Fighter 3: New Generation

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

The goal when playing Alex is to move into close range as soon as possible. He has a variety of basic, but highly effective attack options at his disposal that make him very threatening at close range. To add to this, Alex has three extremely damaging supers, one of which is easily verifiable off of crouching LP x2. Simply put, Alex is a beast at close range.

ATTACKS TO KEEP IN MIND

His far standing MK is a well rounded poke that goes over and beats some low attacks from a specific range. Crouching HK is a slow but note worthy sweep with a good range. Outside of an EX Slash Elbow, crouching HK is Alex's only way to knock his opponent down during a mid range skirmish. His crouching MK is a well rounded poke with good recovery. This is generally Alex's safest poke because it is difficult to punish this move if it whiffs. Standing HP is a heavy overhead attack that is very important for any close range guessing game. It's fast, and generally hard to react to when compared to other overhead attacks.

When on the defensive, Alex's → + HP command attack is a consistent anti air maneuver against frontal jump in attempts. Against closer jump in attempts Alex must rely on parrying the jump attack and going straight into his Air Knee Smash attack. You can do this easily in one motion, since the starting input for the Air Knee Smash command is forward. Simply tap forward when you think your opponent will attack, then finish the rest of the Air Knee Smash command.

BEGINNING OF THE ROUND

Play it safe and slowly work your way in toward your opponent. Parry projectiles, or punish them early, with Alex's HK Air Stampede. As always, keep an eye open for random jump in attempts and parry it directly into an Air Knee Smash to score a knockdown. You can whiff Alex's → + MP attack, or crouching MK, to help build super meter during the match.

MID GAME

While playing Alex, you are going to have a tough time scoring a knockdown against opponents with strong ground games. He simply doesn't have the best of walking speeds or attack options at mid range. Despite this, crouching and standing MK are both decent pokes. Crouching MK specifically has very good recovery, making it difficult to punish if it whiffs. This attack also looks like Alex's crouching LK, which recovers extremely fast. You can purposely whiff crouching LK to bait and punish what your opponent thinks is a whiffed crouching MK, allowing you to land a free crouching HK and nail the recovery of their own whiffed attack. As mentioned, you can punish whiffed attacks at mid range with a crouching HK, but it must be done extremely early to catch faster normal attacks. You might have to rely on landing a random EX Elbow Slash to catch your opponent walking forward to score a knockdown. You can take a chance and use Alex's fast jump speed to jump over and punish anticipated slower normal attacks, which will earn you a combo and possibly a knockdown. If you jump and your opponent doesn't attack, you can try to salvage the jump by attempting to parry your opponent's anti air move. If they are afraid to attack your jump because of the threat of the parry, you can come down from the jump with a LP and start a Power Bomb, or a combo mix up pattern after it's blocked.

If you manage to score a knockdown Alex has a myriad of strong attack options at his disposal. You can go for a late Power Bomb just as they stand up, meaty crouching LP x2, or a standing HP. If crouching LP x2 hits, cancel this into Alex's Boomerang Ride or crouching LK → crouching MK. If the crouching LP x2 doesn't hit, go straight into another Power Bomb as you recover, a standing HP, or crouching LK → crouching MK to beat a counter throw attempt. Be sure to block occasionally in-between attack patterns to give your opponent room to go for a reversal attack with a lot of lag. If you block an attack with heavy recovery you can try a HP Flash Chop → MP Stungun Headbutt, which will dizzy your opponent and allow you to follow it with the combo of your choice afterwards. With two stocks of super meter available, Alex can deal 90% damage with one combo after landing a Stungun Headbutt, almost surely ending the round.

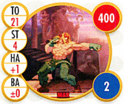
END GAME

If you have a lead, play it safe and don't take too many chances. Give your opponent some breathing room if they have a super attack ready. Obviously, if you have the lead your opponent will be looking to get in close and score some big damage, so keep an eye out for overly aggressive actions like random jump attempts and punish them accordingly. If you don't have a lead, concentrate on building meter if you don't have it. If you have super meter, look for projectile attempts and use a Stungun Headbutt through it if they foolishly toss one. If you see a jump attempt you can parry the attack and do a semi-late Hyper Bomb to grab them as they land. Concentrate on scoring a knockdown and always move into attack range to give yourself the opportunity to land a super.

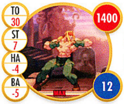
NORMAL MOVES

STANDING

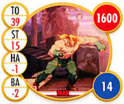
LP



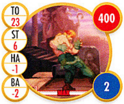
MP



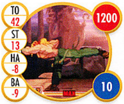
HP



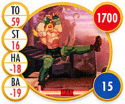
LK



MK

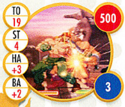


HK

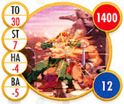


STANDING CLOSE

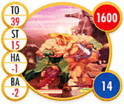
LP



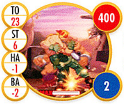
MP



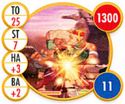
HP



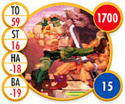
LK



MK

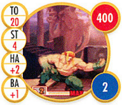


HK



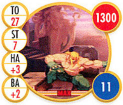
CROUCHING

↓ + LP



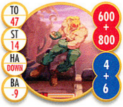
TO 20
ST 4
HA +2
BA +1
400
2

↓ + MP



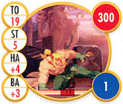
TO 27
ST 7
HA +3
BA +2
1300
11

↓ + HP



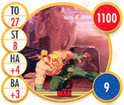
TO 47
ST 14
HA DOWN
BA -9
600 + 800
4 + 6

↓ + LK



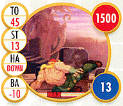
TO 19
ST 5
HA +4
BA +3
300
1

↓ + MK



TO 27
ST 8
HA +4
BA +3
1100
9

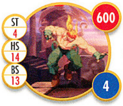
↓ + HK



TO 45
ST 13
HA DOWN
BA -10
1500
13

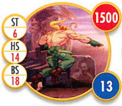
JUMPING

↑ + LP



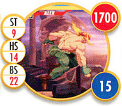
ST 4
HS 14
BS 13
600
4

↑ + MP



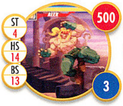
ST 6
HS 14
BS 18
1500
13

↑ + HP



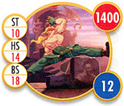
ST 9
HS 14
BS 22
1700
15

↑ + LK



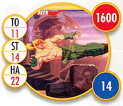
ST 4
HS 14
BS 13
500
3

↑ + MK



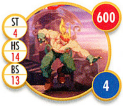
ST 10
HS 14
BS 18
1400
12

↑ + HK



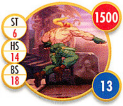
TO 11
ST 14
HA 22
1600
14

↗ OR ↖ + LP



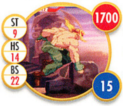
ST 4
HS 14
BS 13
600
4

↗ OR ↖ + MP



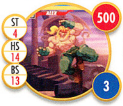
ST 6
HS 14
BS 18
1500
13

↗ OR ↖ + HP



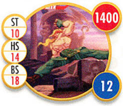
ST 9
HS 14
BS 22
1700
15

↗ OR ↖ + LK



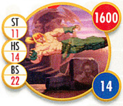
ST 4
HS 14
BS 13
500
3

↗ OR ↖ + MK



ST 10
HS 14
BS 18
1400
12

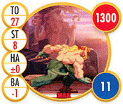
↗ OR ↖ + HK



ST 11
HS 14
BS 22
1600
14

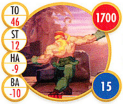
COMMAND ATTACKS

→ + MP



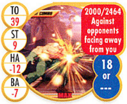
TO 27
ST 8
HA ±0
BA -1
1300
11

→ + HP



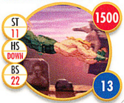
TO 46
ST 12
HA -9
BA -10
1700
15

← + HP

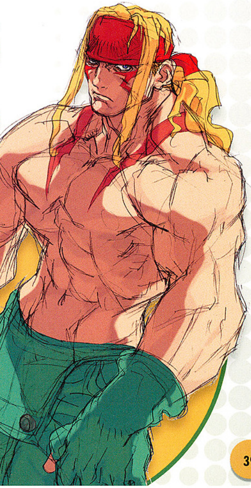


TO 39
ST 9
HA -12
BA -7
2000/2464 Against opponents facing away from you
18 or ---

WHILE JUMPING ↓ + HP

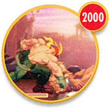


ST 11
HS DOWN
BS 22
1500
13



THROWS

LP + LK



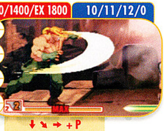
2000

Alex only has one normal throw type available to him, LP + LK, which is a basic arm toss that bounces his opponent off of the ground and away from him.

SPECIAL MOVES

1200/1300/1400/EX 1800 | 10/11/12/0

ST 15/20/25/11
IV 0/0/0/2
HA -2/-2/+13/DOWN
BA -3/-3/-3/-1



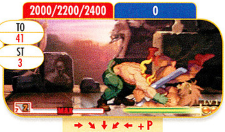
↓↘→+P

FLASH CHOP

Alex swipes his glowing hand in an arc. The Flash Chop is Alex's main answer for combos. The LP and EX Flash Chop can be used in a combo from Alex's close standing MK for solid damage. The HP version of the Flash Chop spins his opponent around, making them face away from him. During this period Alex can combo throw attacks, a hit state that no other attack can reproduce. This allows you to combo his Power or Hyper Bomb for massive damage when you have a complete opening. The HP Flash Chop can also be super canceled, giving Alex an option to combo the Stungun Headbutt super attack.

2000/2200/2400 | 0

TO 41
ST 3



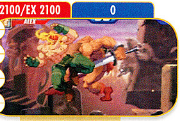
→↘↓↙←+P

POWER BOMB

The Power Bomb is a damaging command throw with good range. Alex can use the Power Bomb in any basic close range mix up pattern to take advantage of blocking opponents. Alex's LP Power Bomb has especially good range, allowing you to tick into a Power Bomb from fairly far away. The LP or MP version of Alex's Power Bomb can be comboed into after his HP Flash Chop for good damage.

2100/EX 2100 | 0

ST 6/6
IV 0/4
HA DOWN/DOWN
BA -24/-24



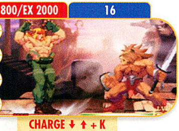
→↓↘+K

AIR KNEE SMASH

Alex glides into the air and catches his opponent, thrusting his knee downwards pushing them into the ground. The Air Knee Smash can be done early against a jump in attempt to catch your opponent BEFORE they attack. This attack otherwise has no invulnerability, making it very difficult to even use it for what it was designed for. You can still parry a jumping attack and go directly into the Air Knee Smash as a viable anti air option. The EX version of this attack does the same amount of damage that his normal Air Knee Smash does, however, it does carry a small window of lower body invulnerability.

1800/EX 2000 | 16

ST 39/39
IV 0/2
HA DOWN/DOWN
BA ±0/±0



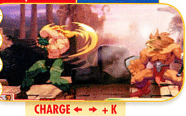
CHARGE ↓ ↑ + K

AIR STAMPEDE

Alex leaps off of the ground and comes smashing down with a double boot stomp. The Air Stampede can be used in a basic (but effective) cross up trick that can be very confusing to block in the right hands. The HK, or EX version, can be used to fly over and punish projectiles on reaction, though this must be done very early.

1400/EX 2000 | 12

ST 30/16
IV 0/2
HA -1/DOWN
BA -2/-2



CHARGE ← → + K

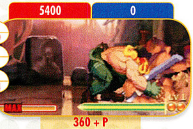
SLASH ELBOW

The Slash Elbow is a dashing elbow thrust with good range. The normal Slash Elbow is very slow, often resulting in the attack being beaten early as it's traveling forward. The EX version is much faster and knocks your opponent down. You can use this attack to punish whiffed attacks from mid range to score a knock down, or to simply catch your opponent off guard and hit them as they are walking forward.

SUPER ARTS

5400 | 0

TO 5+49
ST 5+8
IV 5+14



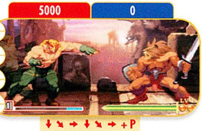
360 + P

HYPER BOMB

The Hyper Bomb is an upgraded version of Alex's Power Bomb. The Hyper Bomb has a somewhat slow start up period, just slow enough so that your opponent can jump on reaction to the super start up flash. This attack does have a slight window of invulnerability and start up, making it useful as a defensive maneuver. Alex's Hyper Bomb can also be comboed into off of a HP Flash Chop, which does massive damage in situations where your opponent is completely open.

5000 | 0

ST 5+5
IV 5+14
HA DOWN
BA -38



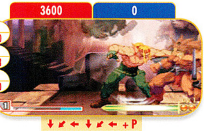
↓↘→↓↘→+P

BOOMERANG RIDE

The Boomerang Ride is Alex's most flexible super. You can combo this attack easily off of crouching LP x2 for a reasonable amount of damage and a knockdown. This attack also has a slight window of invulnerability on start up, making it useful as a reversal maneuver.

3600 | 0

TO 5+80
ST 5+28
IV 5+20



↓↙←↓↙←+P

STUNGUN HEADBUTT

Alex leaps towards his opponent and headbutts them four times. The Stungun Headbutt is an unblockable throw attack that instantly dizzies your opponent on contact, allowing you to dash up and go for a combo. You can use this attack to go over and punish projectile attempts on reaction. This is highly threatening to your opponent. If Alex has two stocks of meter available and lands a Stungun Headbutt you can immediately dash up and combo a super attack directly after it, dealing well over 80% damage in one shot.

CLOSE RANGE ATTACK PATTERNS

MEATY CROUCHING LP X2

If it hits:

Chain the second crouching LP into crouching LK → crouching MK

If it's blocked:

Go straight into a LP Power Bomb when you recover

Crouching LK → crouching MK

Standing HP

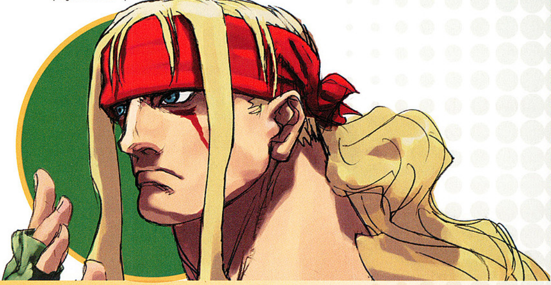
TRICKS AND TACTICS

Alex's Air Stampede can be used to cross your opponent up in a variety of situations. The most useful of these is after a blocked crouching LP x2. Simply cancel the second LP into a MK Air Stampede for the attack to hit behind your opponent. You can make this trick a lot more convincing by occasionally canceling into a LK Air Stampede, which will hit the front of your opponent. In either case, if a Air Stampede hits you can go straight into another LK Air Stampede to cross your opponent up again on wake up.

TARGET COMBOS

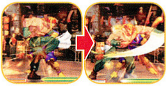
Crouching LK → crouching MK

Crouching LK → crouching HK

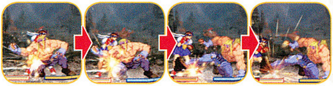


COMBOS

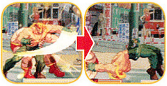
Close standing MK → LP Flash Chop.



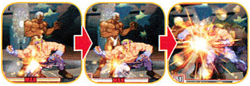
Crouching LP x2 → crouching LK → crouching MK.



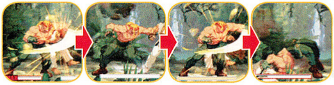
HP Flash Chop, link a MP Power Bomb when you recover.



Crouching LP x2 → Boomerang Ride.



HP Flash Chop → MP Stungun Headbutt, dash forward twice and do a HP Flash Chop → Hyper Bomb to hit your opponent before they recover from the dizzy.



CHUN LI

Original Game Appearance:
Street Fighter 2

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

Your goal playing Chun-li should be to establish mid range and try to get your opponent to play a game of footsies. Although Chun-li has lost a lot of normal attack priority in this game, she can still punish whiffed normal attacks at mid range for a ton of damage. No other character can punish a mistake at mid range as hard as Chun-li with a super meter.

ATTACKS TO KEEP IN MIND

Chun-li's far standing HP is a well rounded poke with good range and speed. Use it offensively to preemptively catch an opponent who is trying to walk into range and attack you, and also to punish whiffed attacks when you don't have super meter available. Her crouching MK will be your main whiff punisher when you do have super meter. Despite its lack of range, it is still very fast and good for punishing whiffed crouching normal attacks. You can cancel it into the Houyokusen super for a respectable amount of damage and a free juggle opportunity afterwards. Crouching MK also has incredibly fast recovery, making it very difficult for an opponent to punish if you whiff with it. Close standing HK is Chun-li's only verifiable opening to land a Houyokusen at close range. It's possible to link a standing MP after it, which can then be canceled into a Houyokusen. You can do close standing HK very early when your opponent is waking up, timing it so that it hits on a much later frame then normal, which allows Chun-li to gain even more frame advantage after the move. This attack is also super jump cancelable, which is useful for juggles in defensive situations. → + MK is a rather awkward forward step kick that packs a large amount of frame advantage after it when blocked. It's possible to link a ← + HP after it. You can use this attack offensively in specific situations to score counter hits, or to set up throw attempts after it's blocked. Finally, her → + HK is a traveling version of her normal standing HK. This attack can be used to go over anticipated crouching normal attacks for a free hit.

Chun-li's crouching HK is surprisingly effective anti air against frontal jump in attempts. Against jump in attempts directly on top of you; however, your only option is to parry. If you land a successful anti air parry you can immediately hit your opponent with a close standing HK while they are still airborne, then you can super jump cancel it into a forward jump and juggle with Chun-li's + HP → HP air chain. Also, keep her incredibly fast crouching LP in mind to safely stop obvious throw attempts.

BEGINNING OF THE ROUND

Start building super meter immediately by throwing an occasional Kikouken and jumping backwards and whiffing her HP → HP air chain. Anticipate when your opponent might try to jump over a Kikouken, fake one to get your opponent to jump, and beat the air attack with an anti air crouching HK. If your opponent is playing it safe, and keeping you busy with projectiles, simply parry the onslaught to build super meter. You can also use Chun-li's HK Hazan Shu to fly over and punish projectiles on reaction to its release, which will move you directly into mid-range after it hits.

MID GAME

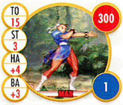
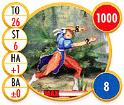
Keep your defense up and make sure you don't give your opponent any openings to establish close range. Force your opponent to play footgames with you by limiting their other options of attack, something the parry is pretty good for. Move into mid range and dance in and out of your opponent's attack range to exert the illusion that it's safe to attack. You can throw in an occasional walk up standing HP to catch your opponent walking forward if they moved a little too far into attack range. If you bait an attack quickly punish the retracting limb with crouching MK → Houyokusen, and super jump cancel into a jumping ↓ + HP. After you land a Houyokusen you score a knock down that leaves your opponent directly next to you. Dash forward and either throw, or do a meaty close standing HK, to meet your opponent as they stand up. If close standing HK hits link standing MP → Houyokusen. If it doesn't hit, go for a secondary attack pattern that consists of a walk up throw, → + MK linked into ← + HP, or simply use an early crouching HK. → + MK will hit if your opponent reacts too late to what they think is a walk up throw attempt, and crouching HK will beat early attempts to stick out a quick attack and stop your offense altogether.

END GAME

If you have a lead, play it safe and don't take too many chances. Give your opponent some breathing room if they have a super attack ready. Stay at mid range and keep exerting your ground presence. Try to keep a close eye on any sort of overly risky attack from your opponent and punish it accordingly. If need be, you can avoid an attack altogether and go back to whiffing a super jump backwards HP → HP to build meter for the next round and keep away from your opponent. You can also use Chun-li's wall jump ability (↗ when jumping against a corner) to jump over your opponent and out of the corner if they attempt to chase you down. If you don't have a lead in the match, keep away from your opponent and concentrate on building super meter if you don't have it. Patiently move back into mid range when you have a stock of meter ready and attempt to bait an attack that will allow you land crouching MK → Houyokusen.

NORMAL MOVES

STANDING

LP

MP

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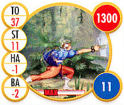
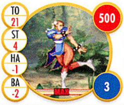

LK

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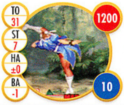
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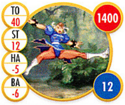
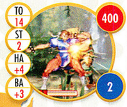


	LP	MP	HP	LK	MK	HK
TO	15	26	37	21	31	40
ST	3	6	11	4	7	12
HA	+4	+1	-1	-1	±0	-5
BA	+3	±0	-2	-2	-1	-6
	300	1000	1300	500	1200	1400
	1	8	11	3	10	12

STANDING CLOSE

LP

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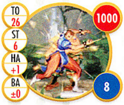
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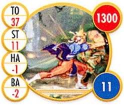
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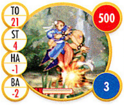
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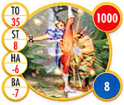
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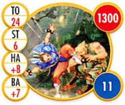
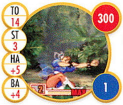


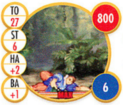
	LP	MP	HP	LK	MK	HK
TO	14	26	37	21	35	24
ST	2	6	11	4	8	6
HA	+4	+1	-1	-1	-6	+8
BA	+3	±0	-2	-2	-7	+7
	400	1000	1300	500	1000	1300
	2	8	11	3	8	11

CROUCHING

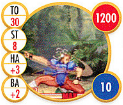
↓ + LP


TO
14
ST
3
HA
+5
BA
+4
300
1

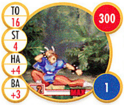
↓ + MP


TO
27
ST
6
HA
+2
BA
+1
800
6

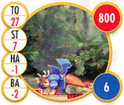
↓ + HP


TO
30
ST
8
HA
+3
BA
+2
1200
10

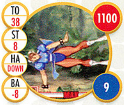
↓ + LK


TO
16
ST
4
HA
+4
BA
+3
300
1

↓ + MK

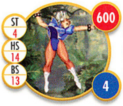

TO
27
ST
7
HA
-1
BA
-2
800
6

↓ + HK

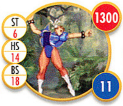

TO
38
ST
8
HA
DOWN
BA
-8
1100
9

JUMPING

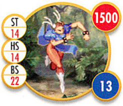
↑ + LP


ST
4
HS
14
BS
13
600
4

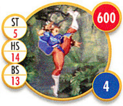
↑ + MP


ST
6
HS
14
BS
18
1300
11

↑ + HP


ST
14
HS
14
BS
22
1500
13

↑ + LK


ST
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HS
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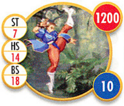
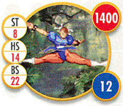
BS
13
600
4

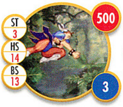
↑ + MK


ST
7
HS
14
BS
18
1200
10

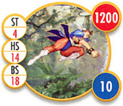
↑ + HK


ST
8
HS
14
BS
22
1400
12

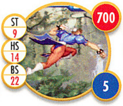
↗ OR ↖ + LP


ST
3
HS
14
BS
13
500
3

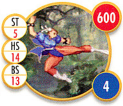
↗ OR ↖ + MP


ST
4
HS
14
BS
18
1200
10

↗ OR ↖ + HP


ST
9
HS
14
BS
22
700
5

↗ OR ↖ + LK


ST
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HS
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BS
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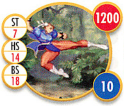
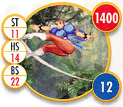
600
4

↗ OR ↖ + MK

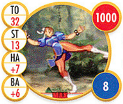

ST
7
HS
14
BS
18
1200
10

↗ OR ↖ + HK

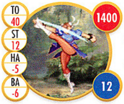

ST
11
HS
14
BS
22
1400
12

COMMAND ATTACKS

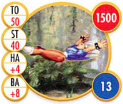
→ + MK


TO
32
ST
13
HA
+7
BA
+6
1000
8

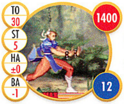
→ + HK


TO
40
ST
12
HA
-5
BA
-6
1400
12

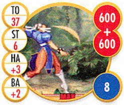
↘ + HK


TO
50
ST
40
HA
+4
BA
+8
1500
13

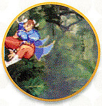
← + HP


TO
30
ST
5
HA
±0
BA
-1
1400
12

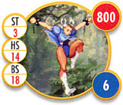
← + MP


TO
37
ST
6
HA
+3
BA
+2
600
+
600
8

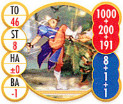
WHEN JUMPING AGAINST A CORNER, ↗



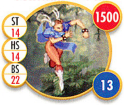
WHILE JUMPING ↓ + MK


ST
3
HS
14
BS
18
800
6

PRESS AND HOLD MK AFTER A CLOSE STANDING MK HITS.

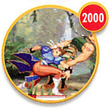

TO
46
ST
8
HA
±0
BA
-1
1000
+
200
+
191
8
+
1
+
1
+
1

WHILE JUMPING FORWARD ↓ + HP

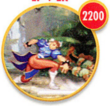

ST
14
HS
14
BS
22
1500
13

THROWS

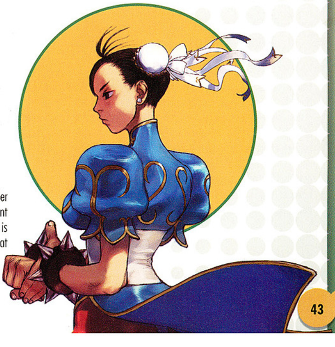
LP + LK



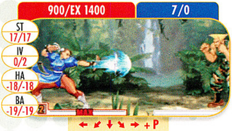
WHILE JUMPING, LP + LK



Chun-li's neutral LP + LK throw is a basic shoulder toss that is helpful for moving your opponent closer to your desired corner. Her air throw is simply an aerial version of her ground throw that does a little more damage.

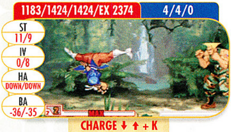


SPECIAL MOVES



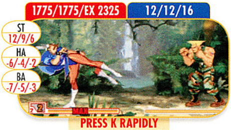
← ↙ ↓ ↘ → + P
KIKOUKEN

Chun-li releases a blue blast of energy from her palm. The Kikouken is a rather slow projectile attack with horrid recovery, lowering its overall usability. However, it is still useful for building meter from long range. The EX version of this attack travels very slowly, allowing you to throw this attack out and dash behind it to cover an opponent's attempts to get close.



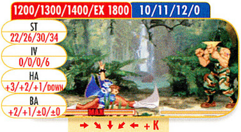
CHARGE ↓ ↑ + K
SPINNING BIRD KICK

Chun-li flips upside down and performs a spinning two leg kick. Not an extremely important attack, but it is Chun-li's best option for combos when she doesn't have a super meter. This is only applicable when your opponent is completely open because of the Spinning Bird Kick's tendency to whiff on crouching characters. The EX version of this attack has some lower body invulnerability, but it still whiffs against crouching charawwcters, which makes an attack with lower body invulnerability almost useless.



PRESS K RAPIDLY
HYAKURETSU KYAKU

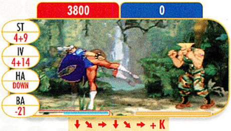
Chun-li's classic rapid-fire kick attack. The Hyakuretsu Kyaku does massive damage on impact; however, it is very difficult to combo or land in pretty much any situation.



→ ↘ ↓ ↙ ← + K
HAZAN SHU

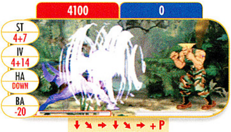
The Hazan Shu is a flipping overhead kick that must be blocked standing. Although much faster then it was in *Street Fighter III 3rd Strike*, the Hazan Shu can still be reacted to and blocked fairly easily. On the positive side, this attack is safe if it is blocked. You can also super cancel this attack into Chun-li's Houyokusen kick super for solid damage. One interesting note, the Hazan Shu is considered airborne very early during its start up, so you can't be thrown out of it. It is possible to anticipate throw attempts and use this attack at the exact moment that opponents try a throw to fly over it and punish the throw whiff animation.

SUPER ARTS



↓ ↘ → ↓ ↘ → + K
HOUYOKUSEN

Chun-li dashes forward with a flurry of rapid-fire kicks. The Houyokusen is her most damaging super. The last hit of this attack can be super jump canceled and juggled after for extra damage. Unfortunately, this attack is very difficult to land safely because of her lack of a flexible, but verifiable, way to combo into it. However, it is Chun-li's only threatening super. Take note that this move can travel through and punish projectiles; however, Chun-li must be fairly close to her opponent to take advantage of the ability.



↓ ↘ → ↓ ↘ → + P
KIKOUSHO

The Kikousho has a large amount of invulnerability on start up, making it perfect as an anti air attack. Sadly, it does about half of its normal damage if it hits as an anti air. While 1800-2200 damage and a knockdown is reasonable, whether its generally worth it or not to blow an entire stock of meter for this is your choice.

CLOSE RANGE ATTACK PATTERNS

MEATY CLOSE STANDING HK

If it hits:

Link standing MP → Houyokusen

If it's blocked:

→ + MK, link ← + HP Houyokusen

Walk up throw

Crouching HK

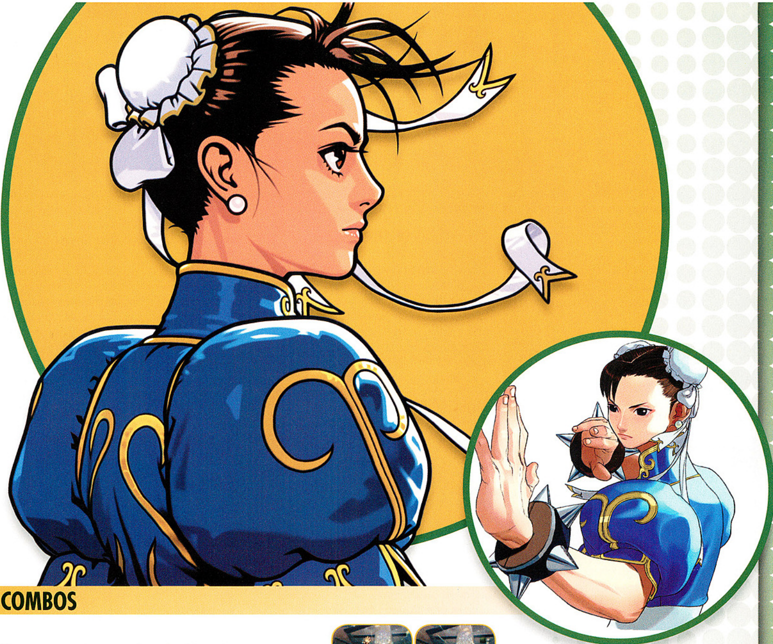
TRICKS AND TACTICS

After landing crouching MK → Houyokusen → ↓ + HP, wait a split second after you land from the jumping attack, then dash forward one time. As you recover from the dash tap forward one time and do a Leap Attack. Chun-li will deceptively fly behind her opponent and recover before her opponent can stand up. The next time you land the above combo, dash forward one time then go straight into a leap attack. Chun-li will recover in front of her opponent. After you recover from either trick, simply go for a throw or any combo starting off of close standing HK. It is important to note that this is vulnerable to a variety of wake up sub systems that can be used to avoid these tactics. Counter those systems and scare your opponent into waiting, so you can go for either trick.

Chun-li's Hazan Shu can be used in an interesting manner to beat throw attempts for a lot of damage. For example, after landing crouching MK → Houyokusen → → jumping HP → HP near a corner, dash forward one time after you land and do a LK Hazan Shu just as your opponent touches the ground. If your opponent expects a throw attempt, and tries to tech a throw by throwing back, the Hazan Shu will go over the throw attempt and punish the whiff animation. You can then cancel the Hazan Shu into another Houyokusen! This use of the Hazan Shu has the dual effect of also being tricky simply because the attack is a fast overhead.

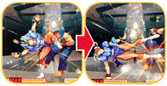
TARGET COMBO

While jumping forwards or backwards, HP → HP

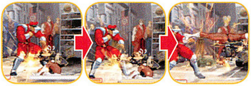


COMBOS

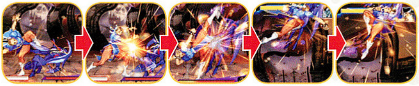
When your opponent is getting up from a knock down, do a close standing HK very early so that it hits on a much later frame then normal, then link a crouching HK after it.



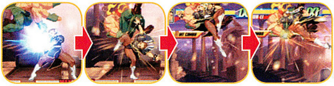
Crouching LP x2 → HK Spinning Bird Kick.



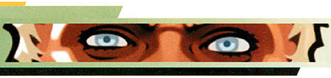
Close standing HK, link standing MP → Houyokusen, super jump cancel the last hit into a forward jumping HP → HP chain.



After parrying a jump attack, anti air close standing HK, super jump cancel into a forward jumping HP → HP chain.



URIEN



Original Game Appearance:
Street Fighter 3: New Generation

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

Urien absolutely must have super meter to be effective. Without it he has very few options at his disposal to score damage. However, with meter he can be very intimidating in the right hands. With meter a Urien player can control a match and execute an attack without fear because of his Aegis Reflector super. Although this super has been seriously downgraded since its last incarnation, this super can still be used to control your opponent's movements and allow you to attack when you need to.

With that said, Urien should almost always be placed second on your team. An alternate member should probably build super meter for him, allowing you to tag Urien in on the second round with super meter available.

ATTACKS TO KEEP IN MIND

Crouching and standing MK are both well rounded pokes. They both have good range, speed, and recovery. Urien's crouching HK will be your main whiff punisher. You can also use it in an offensive manner to catch an opponent walking backwards if you are well within attack range. Urien's → + MK is a lunging step kick that is very difficult to evade during footsies. If you are unsure about making an attack at mid range, this is probably the attack to go with. → + HP is an extremely fast command overhead. This attack is very useful when used in combination with Urien's Aegis Reflector, which can lead to practically free damage when an Aegis Reflector is sitting on top of your opponent.

On the defensive, Urien's crouching HP is a great anti air attack. Although it must be done early, crouching HP is a juggle set up, allowing you to capitalize off of a defensive situation for big damage. Crouching HP is also good for dealing damage when your opponent makes a big mistake and gives you a complete opening.

BEGINNING OF THE ROUND

Assuming Urien has at least one stock available from your previous character, your goal is still to try and max your super meter out as soon as possible. Play defensively, whiff standing MPs to help build meter, occasionally throw cautious LP Metallic Spheres, anticipate when your opponent might jump, and then throw a MP Metallic Sphere to meet them in the air. If your opponent is busy trying to keep you out with projectiles, pay no attention to it. Simply parry the projectiles your opponent sends your way to gain a little meter.

MID GAME

Your goal at this point is to push your opponent into, or near, a corner so you can set up an Aegis Reflector. So, stand your ground, move into mid range, and move in and out of your opponent's attack range while slowly inching forward. Keep your opponent occupied with standing MKs and punish any whiffed normal attacks with crouching HK. Keep an eye out for jump in attempts and use an anti-air against them, like crouching HP to land a HK Chariot Tackle → Jupiter Thunder and a free Aegis Reflector set up (Refer to Tricks and Tactics). Jump straight up often to hold your position while covering the air as well. If you see a jump attempt while you are airborne, you can hit an early jumping MK to stop an attack early, otherwise simply come back down with a jumping HK. Don't let your opponent push you out, keep your position and slowly push your opponent forward.

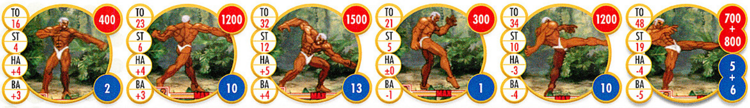
If you manage to push your opponent into a corner make them block a MK or HK Chariot Tackle and super cancel it into a LP Aegis Reflector. Dash forward after you recover and go for a → + HP, or a crouching LK. If either for these attacks hit immediately link a crouching HP afterwards to set up a juggle and land a free Jupiter Thunder (You can juggle with a jumping HP after the Jupiter Thunder hits for additional damage). If your opponent manages to block correctly, simply go for another crouching LK or → + HP while they are still blocking the Aegis Reflector ticks. Keep in mind that if somehow the attack fails you still have another super meter available. After the Aegis Reflector disappears you should still be directly next to your opponent in the corner. Use whatever advantage you got with the last tick of the Aegis Reflector to go for a basic throw or a crouching LP x2 mix up. If crouching LP x2 hits, cancel it into a Tyrant Slaughter. If it ends up being blocked, you can try for a walk up throw, → + HP, or tap down (To parry any light low attacks your opponent might throw out), then do a crouching MK. If your opponent manages to push you out, simply go into a defensive game plan again and build super meter.

END GAME

If you manage to get a big lead, and you're not willing to take any risks, start playing defensively. Move out to long range and prolong a close range encounter. Keep your opponent from moving in easily with cautious LP or MP Metallic Spheres and an occasional jump (straight up) HK. If you don't have a lead, concentrate on building meter and staying away from your opponent. Whiff standing MPs and throw Metallic Spheres if the situation allows. Your goal is to obtain enough meter for an Aegis Reflector, but if your opponent gives you something to punish, like a poorly timed jump in attempt, don't hesitate to land a super.

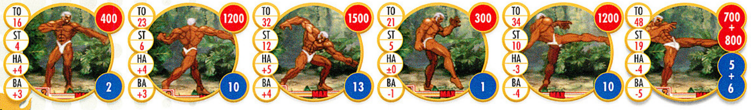
NORMAL MOVES

STANDING



	LP	MP	HP	LK	MK	HK
TO	16	23	32	21	34	48
ST	4	6	12	5	10	19
HA	+4	+4	+5	±0	-3	-4
BA	+3	+3	+4	-1	-4	-5
	400	1200	1500	300	1200	700 + 800
	2	10	13	1	10	5 + 6

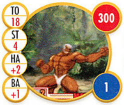
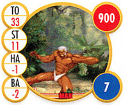
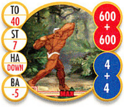
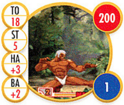
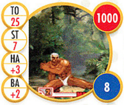
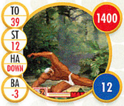
STANDING CLOSE



	LP	MP	HP	LK	MK	HK
TO	16	23	32	21	34	48
ST	4	6	12	5	10	19
HA	+4	+4	+5	±0	-3	-4
BA	+3	+3	+4	-1	-4	-5
	400	1200	1500	300	1200	700 + 800
	2	10	13	1	10	5 + 6

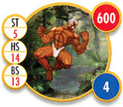
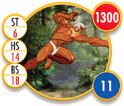
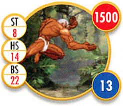
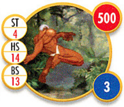
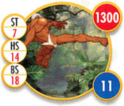
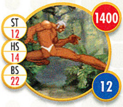
CROUCHING

	↓ + LP	↓ + MP	↓ + HP	↓ + LK	↓ + MK	↓ + HK
TO	18	33	40	18	25	39
ST	4	11	7	5	7	12
HA	+2	-1	DOWN	+3	+3	DOWN
BA	+1	-2	-5	+2	+2	-3
	300	900	600 + 600	200	1000	1400
	1	7	4 + 4	1	8	12

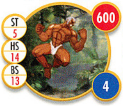
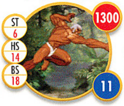
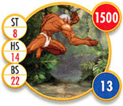
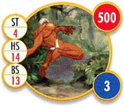
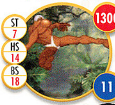
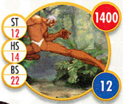







JUMPING

	↑ + LP	↑ + MP	↑ + HP	↑ + LK	↑ + MK	↑ + HK
ST	5	6	8	4	7	12
HS	14	14	14	14	14	14
BS	13	18	22	13	18	22
	600	1300	1500	500	1300	1400
	4	11	13	3	11	12

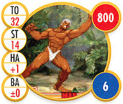
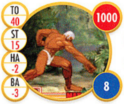
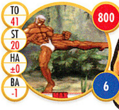







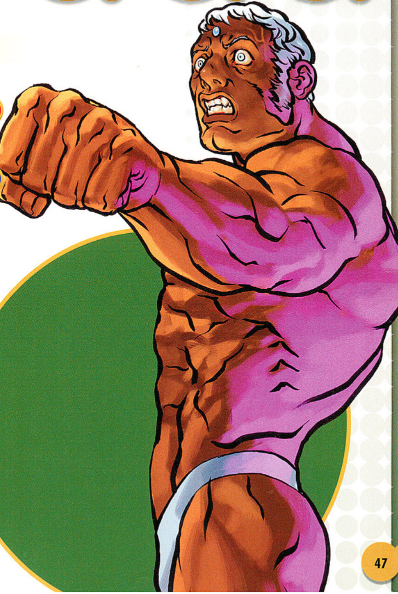
	↗ OR ↖ + LP	↗ OR ↖ + MP	↗ OR ↖ + HP	↗ OR ↖ + LK	↗ OR ↖ + MK	↗ OR ↖ + HK
ST	5	6	8	4	7	12
HS	14	14	14	14	14	14
BS	13	18	22	13	18	22
	600	1300	1500	500	1300	1400
	4	11	13	3	11	12

COMMAND ATTACKS

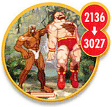
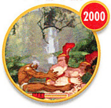
	→ + MP	→ + HP	→ + MK
TO	32	40	41
ST	14	15	20
HA	+1	-2	±0
BA	±0	-3	-1
	800	1000	800
	6	8	6



THROWS

LP + LK	→ + LP + LK
2136 ↓ 3027	2000

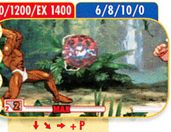



Urien's neutral LP + LK throw is a multi hit choke hold that allows for extra hits by jiggling your controller left and right and pressing attack buttons rapidly. Urien's → + LP + LK throw is a ground slam that plants his opponent directly next to him. This throw is especially useful to because it leaves an opponent in attack range. Aside from that, this attack also has the strange affect of pulling your opponent away from the corner if done directly. You can use this to your advantage to go for a very confusing LP Dangerous Headbutt just as you recover from the throw to fly to the other side if your opponent quickly. Since you're usually not able to move into a corner if your opponent is there already, this result is unexpected and very hard to react against.

SPECIAL MOVES

800/1000/1200/EX 1400
6/8/10/0

ST
17/17/17/17
IV
0/0/0/2
HA
-12/-8/-4/-10
BA
-13/-9/-5/-11



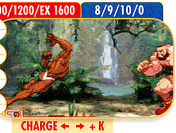
↓ ↘ → + P

METALLIC SPHERE

Urien launches an electrified silver orb towards his opponent. The Metallic Sphere is a projectile attack that can be fired in three different directions. The LP version fires the orb forward while the MP and HP versions fire the orb at an upward angle. The MP Metallic Sphere is very useful against Jedah, Anakaris, Yun and Hauzer, who either spend a lot of time airborne or are too big to walk under the upward shot. The EX version of this attack travels slightly slower then the LP version and hits twice. This attack can also juggle for one hit, though it is not extremely useful for extended juggles.

1000/1100/1200/EX 1600
8/9/10/0

ST
8/10/12/9
IV
0/0/0/2
HA
-2/-4/-6/-12
BA
-3/-5/-7/-13



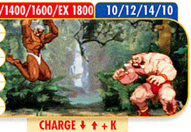
CHARGE ← → + K

CHARIOT TACKLE

Urien charges violently towards his opponent and tackles them. The LK version of the Chariot Tackle is fairly useful in combos because it combos off of crouching LP x2. The LK version can also be used as a poke at mid range; however, some characters with faster normal attacks can punish it if it is blocked, although it is extremely difficult. The HK version of the Chariot Tackle has some use in juggle combos involving Urien's Jupiter Thunder super attack. Urien's EX Chariot Tackle has much faster start up and hits twice. You can use it in basic ground combos like crouching LP x2 → EX Chariot (2 hits) → Tyrant Slaughter.

1200/1400/1600/EX 1800
10/12/14/10

ST
24/24
IV
0/2
HA
DOWN/-25
BA
-31/-26



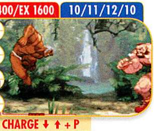
CHARGE ↓ ↑ + K

VIOLENCE KNEE DROP

Urien backflips into the air then bolts downward with a two leg knee drop. Violence Knee Drop is somewhat useful for a specific variety of cross up tactics from different ranges. This is useful in combination with Urien's Aegis Reflector as an alternative way to land a hit outside of a crouching LK or → + HP. The EX version of the Violence Knee Drop is much faster then his normal Knee Drop, hits twice, and doesn't knockdown.

1200/1300/1400/EX 1600
10/11/12/10

ST
7/9/12/8
IV
0/0/0/2
HA
DOWN/DOWN/DOWN/DOWN
BA
-1/-7/-12/-8



CHARGE ↓ ↑ + P

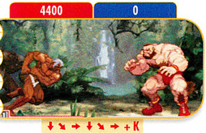
DANGEROUS HEADBUTT

With a little gusto and a lot of cranium, Urien leaps forward with a flying headbutt attack. The Dangerous Headbutt is very useful for a variety of juggle combos. The LP version of the Dangerous Headbutt also has extremely fast recovery, so fast that you can use it in a variety of deceiving tricks to set up throws. The EX version of the Dangerous Headbutt hits twice and juggles for one hit, which can be somewhat useful in juggle combos off of Urien's crouching HP.

SUPER ARTS

4400
0

ST
4+4
IV
4+12
HA
DOWN
BA
-22



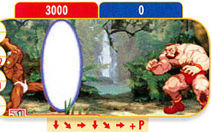
↓ ↘ → ↓ ↘ → + K

TYRANT PUNISH

The Tyrant Punish is very useful for basic but flexible ground combos. In fact, this attack is the last hit to Urien's only verifiable and safe combo that doesn't require a charge. This attack also has a slight window of invulnerability on start up, making it useful as a wake up defensive maneuver.

3000
0

ST
4+5
IV
4+12
HA
DOWN
BA
+8



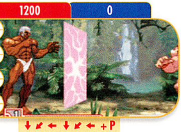
↓ ↘ → ↓ ↘ → + P

JUPITER THUNDER

Urien launches a giant field of black energy across the screen. The Jupiter Thunder attack is very consistent as an anti air attack because of its wide attack area on start up. This super attack also juggles for five hits, making it very useful for damaging juggle combos.

1200
0

ST
4+29/4+21
IV
4+12/4+12
HA
+107/+99
BA
+106/+98



↓ ↙ ← ↓ ↙ ← + P

AEGIS REFLECTOR

↓ ↙ ← ↓ ↙ ← + PP

TO SUMMON AEGIS REFLECTOR ABOVE URIEN

Urien's Aegis Reflector is a stationary projectile attack that hits six times. The Aegis Reflector is very effective at shutting down your opponent's mobility options. It also reflects and bounces your opponent's projectiles back at them. Furthermore, you can also use the Aegis Reflector to lock your opponent down in block for an extended period of time, allowing you to attack your opponent without the fear of retaliation. Because of the large amount of periodical hits this attack has, if you hit your opponent with a crouching LK or → + HP the remaining hits of the Aegis Reflector will combo soon after, allowing you to link another attack immediately afterwards. This makes the Aegis Reflector highly valuable for attack patterns, since it allows a practically free high or low mix up.

CLOSE RANGE ATTACK PATTERNS

MEATY CROUCHING LP X2

If it hits:

Cancel the second LP into a Tyrant Slaughter

If it's blocked:

→ + HP

Tap down then hit crouching HK

Standing HP

TARGET COMBOS

→ + MP → → + HP

Standing LP → standing MP

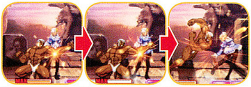
TRICKS AND TACTICS

Urien has an interesting set up that starts off of this combo: Crouching HP, juggle with an early LP Dangerous Headbutt, super jump forward and juggle with a very early jump MP. As you are falling from the jump you will deceptively land behind your opponent. You can add more variance to this by doing a normal jumping MP at the end of the juggle combo to end up in front of your opponent. In either case, after you land you can go for a → + HP, a throw, or a crouching HP to reset the same situation all over again. Take note that juggling with the super jump forward MP after the Dangerous Headbutt is very difficult. You have to super jump and hit your opponent very early before a limited juggle state wears out.

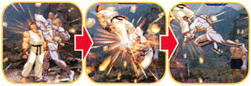
Urien's Aegis Reflector can easily open the window for you to land damage if you're having trouble setting up an attack. With an Aegis Reflector on top of your opponent they have no choice but to block and attempt to react to Urien's high/low game. However, the Aegis Reflector is not what it used to be. Urien has very few ways of setting up a guaranteed lock down pattern with it because of an opponent's ability to do a Quick Recovery or a Ukemi to avoid the meaty Aegis Reflector altogether. The only way to prevent your opponent from doing one of the above wake up options is to knock your opponent down with a super, which does not allow you to do a Quick Recovery or Ukemi after it hits. There are very few set ups that allow you to do this, and many of them are not worth doing. One ok set up is after landing this combo: crouching HP, juggle with a late HK Chariot Tackle super canceled into a late Jupiter Thunder. When you recover from the Jupiter Thunder, immediately do a LK Chariot Tackle to slide next to your opponent, then set a MP Aegis Reflector when you recover. After you set the Aegis, walk forward two steps to push your opponent's downed body directly under the Aegis. After you set the Aegis you have two basic but good options at your disposal. The first is to go straight into Urien's → + HP overhead, timed so that it hits just as your opponent gets up into the Aegis. If the overhead hits, immediately link a crouching LP after they bounce off of the reflector then link crouching HP and go for the juggle of your choice. The second option is to simply go for a meaty crouching LK as they are standing up. If it hits, you can immediately link into a crouching LP then crouching HP to also start a juggle. In either case if the → + HP or crouching LK are blocked, you have plenty of advantage left to go high or low again while they are still blocking the remaining Aegis hits. Unfortunately, this set up requires you to have two stocks available. Urien doesn't really have any worth while combos that use two stocks mid screen however, so in most situations it should generally be worth your while to keep the momentum going. Also be aware that Darkstalkers and Red Earth characters can do their Roll Wake-Up maneuver to avoid this set up altogether.

COMBOS

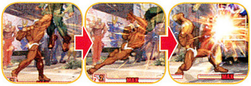
Crouching LP x2 → LK Chariot Tackle.



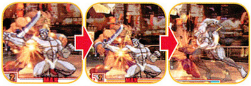
Crouching HP (2 hits), juggle with a early LP Dangerous Headbutt, immediately juggle with a forward jumping HP as soon as possible.



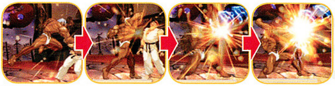
Anti air crouching HP (1 hit), juggle with a very late HK Chariot Tackle → Jupiter Thunder.



Crouching LP x2 → Tyrant Slaughter.



While your opponent is cornered, jump in HP, crouching HP, juggle with an early Jupiter Thunder, when you recover juggle again with an immediate Jupiter Thunder.



YUN

Original Game Appearance:
Street Fighter 3: New Generation

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

Yun has lost a lot of flexibility since his last appearance in *Street Fighter 3: 3rd Strike*. The loss of his Genei Jin super, long range crouching MK, and faster dive kicks seem all too much to bear. However, Yun has gained the ability to stock two Youhou supers at once. One combo utilizing two Youhous can do from 70% to 90% damage depending on the situation. Because of this, Yun is highly dependant on super meter to be effective. Without it, Yun simply does not have the presence needed to pull through with a win.

With that said, a Yun player needs to establish point blank range. With meter, Yun can deal 50-90% damage off of a basic combo, or throw guessing game, when he manages to get close.

ATTACKS TO KEEP IN MIND

Yun's far standing HP is an all around decent poke with good range and ok recovery. Standing HK, however, is Yun's bread and butter during footgames. This is a long range kick attack that knocks down. You can use standing HK to punish your opponent's whiffed normal attacks. Yun's Dive Kick (jump and input ↘ + any K button) is highly valuable to Yun as a mobility option. The Dive Kick allows Yun to attack in a much easier manner than the other Street Fighter III characters. Since it attacks from an angle, it is very hard to use an anti air attack against it efficiently. However, it must be used with extreme caution. The hit box on the attack is very small, so small that if the dive kick hits your opponent too early during its descent your opponent can land a free throw on you. The attack must hit very deep (near your opponent's knees) for Yun to be safe after it is blocked. Luckily, each of the three kick strengths fire Yun downward at a different angle, allowing you to adjust how steep the dive needs to be, depending on how close he is to an opponent. There is still quite a lot of risk involved with this attack, so use it with the utmost caution.

For defensive purposes, Yun's standing MK is useful for landing some damage after a successful anti air parry. It can also be canceled into a super jump to land a quick juggle with a jumping attack.

BEGINNING OF THE ROUND

Be patient and look for an opening. Whiff crouching MPs, or LP Kobokushis, to build super meter. Against characters with strong projectile based range games, simply parry anything thrown out you, which gives you even more super meter to work with. You can anticipate a projectile attempt and go for a HP Tetsuzankou to go under the projectile, land a free juggle, and gain a positional advantage. Don't worry too much about the Tetsuzankou being blocked, since it's usually safe from counter attack. Be on the look out for random jump in attempts and parry them to land a combo.

MID GAME

Your opponent will probably try to establish mid range fairly early because of the inability to put up a strong ranged offense against the parry ability. Dance in and out of your opponent's attack range and look for a whiffed attack to punish. Jump straight up in anticipation of a ground attack from your opponent often. If you see an attack whiff, immediately Dive Kick downwards when you hit the peak of your jump to punish the attack and land a combo. If your opponent doesn't attack, simply do nothing, or hit a late MK on the way down from the jump to push your opponent away if they moved into attack range. You can tap forward before you do the jumping MK to parry anti air attempts. If your opponent happens to jump at the same time, you can either hit a quick jumping MK to stop their attack early, or you can attempt to parry their jumping attack. Furthermore, you can also use the jump to take a chance and go for a tricky Dive Kick set up. Either do a late HK Dive Kick, which will hit very late near your opponent's feet, or do a MK Dive Kick, which should whiff directly in front of your opponent. After the MK Dive Kick whiffs you can go for a low combo, or Yun's Zenpou Tenshin, which might catch your opponent off guard if they were expecting to block a dive kick.

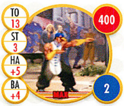
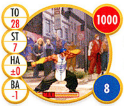
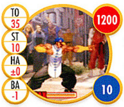
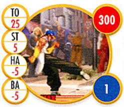
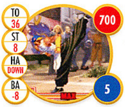
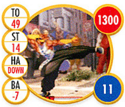
If you score a knockdown you can Dive Kick towards your opponent before they get up to get close in a quick manner. Go for any standard mix up pattern, like walk up Zenpou Tenshin, or meaty crouching LK → standing LP. If crouching LK → standing LP hits, chain the LP into standing LK → standing MP → Zessho Hohou. If it doesn't hit, you can go for a walk up throw, or walk up standing LP → LK → MP. Be sure to occasionally block for a second in between attack patterns to lower the chances of being hit by a random reversal attempt.

END GAME

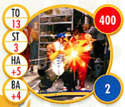
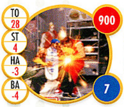
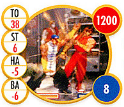
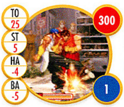
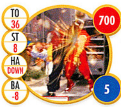
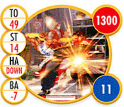
If you have a lead, play it safe and don't take too many chances. Give your opponent some breathing room if they have a super attack ready, and conserve your own super meter if possible. If you don't have a lead, keep away from your opponent and concentrate on building super meter if you don't have it. You can use Yun's huge jump arc to get away from your opponent if they get too close. If you do have meter available, slowly move in for the kill. Look for an opening to get close and attempt to land one of Yun's big Youhou combos to even the score.

NORMAL MOVES

STANDING

	LP	MP	HP	LK	MK	HK
						
TO	13	28	35	25	36	49
ST	3	7	10	5	8	14
HA	+5	±0	±0	-5	DOWN	DOWN
BA	+4	-1	-1	-5	-8	-7
	400	1000	1200	300	700	1300
	2	8	10	1	5	11

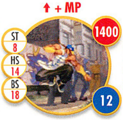
STANDING CLOSE

	LP	MP	HP	LK	MK	HK
						
TO	13	28	38	25	36	49
ST	3	4	6	5	8	14
HA	+5	-3	-5	-4	DOWN	DOWN
BA	+4	-4	-6	-5	-8	-7
	400	900	1200	300	700	1300
	2	7	8	1	5	11

CROUCHING

	↓ + LP	↓ + MP	↓ + HP	↓ + LK	↓ + MK	↓ + HK
TO	17	19	32	17	28	41
ST	3	4	6	5	10	16
HA	+1	+6	+7	+4	+3	DOWN
BA	±0	+5	+6	+3	+2	-3
	300	800	500 + 600	200	700	1100
	1	6	3 + 4	1	5	9

JUMPING



	↑ + LP	↑ + MP	↑ + HP	↑ + LK	↑ + MK	↑ + HK
ST	4	8	12	4	10	4
HS	14	14	14	14	14	14
BS	13	18	22	13	18	22
	500	1400	1600	600	1100	1400
	3	12	14	4	9	12

	↗ OR ↖ + LP	↗ OR ↖ + MP	↗ OR ↖ + HP	↗ OR ↖ + LK	↗ OR ↖ + MK	↗ OR ↖ + HK
ST	4	8	10	4	10	4
HS	14	14	14	14	14	14
BS	13	18	22	13	18	22
	500	1000	1300	600	1000	1300
	3	8	11	4	8	11

COMMAND ATTACKS

	→ + MK	→ + HP	WHILE JUMPING ↘ + ANY KICK
TO	41	42	
ST	22	16	6
HA	-5	DOWN	
BA	-1	-2	
HS			14
BS			13
	1000	1400	800
	8	12	6

THROWS

LP + LK	→/← + LP + LK
2374 ↓ 3914	2000

Yun's neutral LP + LK throw is a multi hit knee kick that lets you add additional damage and hits to it by jiggling your controller left and right and pressing buttons rapidly. This throw can do massive damage, well over the amount of most throw attacks. Yun's → + LP + LK throw is a standard kick toss that is helpful for throwing your opponent into a corner.

SPECIAL MOVES

1000/1100/1200/EX 1200 8/9/10/0

ST 22/25/29/19
IV 0/0/0/2
HA -1/DOWN/DOWN/DOWN
BA -2/-2/-2/+1

→ ↓ ↘ + P
TETSUZANKOU

Yun rolls forward with a heavy body check. The LP Tetsuzankou can be comboed from his LP → LK → MP chain and also super canceled into a Sourai Rengeki for good damage. The MP and HP versions of the Tetsuzankou allow for juggles after them and can be used to roll under and punish projectiles for solid damage. The EX version of this attack gets a speed increase, travels under projectiles, allows for juggles after it, AND it can be comboed into from his LP → LK → MP chain.

1000/1200/1400/EX 1600 8/10/12/0

ST 7/12/17/12
IV 0/0/0/2
HA DOWN/DOWN/DOWN/DOWN
BA -19/-23/-26/-28

↓ ↘ → + P
ZESSHO HOHOU

The Zessho Hohou is a flying punch attack with various degrees of range. This move is generally used for combos; however, the LP version of this move can also be used as a great whiff punisher at mid range. The LP version is also fairly safe if blocked when used from a very specific distance where it hits as late as possible. The EX version of this attack gets a damage and speed increase. It also juggles for one hit, but even with this property it still isn't very useful for juggle combos.

1400/1600/1800 8/10/12

ST 18/19/20
HA DOWN/DOWN/DOWN
BA +5/+5/+5

↓ ↙ ← + P
KOBOKUSHI

↓ ↙ ← + PP
FAKE KOBOKUSHI

The Kobokushi is a dual palm thrust attack with a huge start up period. This attack does a massive amount of damage in a single hit; however, because of its very long start up animation, this move is very vulnerable to counter attack when performed. The Kobokushi still has an important use in corner combos after Yun's Youhou, which can possibly lead to a juggle that deals over 12000 damage. The Kobokushi can also be "faked", which is somewhat useful for command throw set ups if you have trained your opponent to fear the Kobokushi actually hitting them.

1200/EX 2000 8/0

ST 4/4/4/4
IV 0/0/0/4
HA DOWN/DOWN/DOWN/DOWN
BA -6/-12/-18/-25

→ ↓ ↘ + K
NISHOU KYAKU

Yun glides into the air with a two hit kick combo. Despite its look, this attack is not very useful as an anti air attack. However, it does have some use in damaging juggle combos after Yun's Tetsuzankou, which should not be overlooked. The EX version of this attack gets a huge damage increase, making it even more effective for juggle combos.

0 0

TO 46
ST 8

→ ↘ ↓ ↙ ← + K
ZENPOU TENSHIN

Yun grabs his opponent and flips over his opponent, leaving them open for a free combo opportunity. The Zenpou Tenshin is a command throw that leads to a large amount of guaranteed damage. Although it is a little slower on start up than Yun's normal throws, the Zenpou Tenshin's reward for landing it are well worth the price of its slow start up.

SUPER ARTS

3200 0

ST 4+4
IV 4+14
HA DOWN
BA -25

↓ ↘ → ↓ ↘ → + P
SOURAI RENGEKI

Yun performs a flurry of attacks that end with a leaping kick. The Sourai Rengeki combos off of all of his most important ground chains and normal attacks, making it useful for a variety of ground combos. This super also has a slight window of invulnerability on start up, making it somewhat useful in defensive situations.

3600 0

ST 4+10
IV 4+14
HA DOWN
BA -46

↓ ↙ ← ↓ ↙ ← + P
YOUHOU

The Youhou is Yun's most important super for damage dealing purposes. Although it's not very flexible (because of its limited range), the Youhou deals a large amount of damage and allows for an extended juggle after it. In fact, with two supers stocked, it's possible to deal over 80% damage to your opponent with juggles that involve two Youhous in one combo! Also take note that this super has a large amount of invulnerability on start up, making it useful anti air option that could potentially end a round.

TRICKS AND TACTICS

After landing Yun's LP → LK → MP → HP Zessho Hohou combo, you have a variety of deceptive tricks at your disposal involving his Dive Kick attack. After you recover from the Zessho Hohou, wait a split second then jump straight up and do ↘ + MK at the peak of your jump. Yun will land behind his opponent just as they stand up, allowing you to go for a low, meaty combo or a command throw attempt. Using the same set up, after you recover from the Zessho Hohou, wait a second then jump straight up and do ↘ + LK. Yun will instead land in front of his opponent, despite looking like he will land behind them. You can use this to throw off your opponent's blocking habits, forcing them to pay close attention to which side you will end up on. You can add further options to this attack pattern by jumping a little sooner after recovering from the Zessho Hohou, then use a Dive Kick with either MK or LK. Go straight into a leap attack the second you land from the kick. It's possible to time the leap attack to hit so late that you will have enough frame advantage after it to link a Sourai Rengeki as you land, but this is very difficult to do. Also, remember that these set ups require that your opponent does not do a Quick Standing or Ukemi to work.

Yun can use his leap attack by itself for a very easy, yet very deceptive, side switch pattern. After landing Yun's LP → LK → MP → HP Zessho Hohou combo, simply walk up to your opponent and do a leap attack, which will whiff completely and place Yun behind his foe. The next time you land the combo: walk up next to your opponent, immediately take a very small step back, then do a leap attack to end up in front of your opponent. You can purposely do the leap attack a little later than usual to have it actually hit your opponent very late, allowing you to link a Sourai Rengeki after it.

Although this is more of a combo than it is a tactic, this type of combo needs a more detailed description because of its uniqueness. Yun's standing MK is a unique launching kick attack that can be cancelled into a super jump. The juggle properties on this attack are extremely rare, and allow for a variety of very strange anti air combos. For instance, land an anti air standing MK, cancel it into a super jump, then immediately do a ↘ + LK as early as possible (which will whiff and not hit your opponent). When you land from the Dive Kick immediately juggle with a close standing MP → LK Nishou Kyaku, which can then be juggled after AGAIN with a standing MK super jump canceled into a early jump straight up HK. Juggles like the above can be done after Yun's Youhou super attack as well for absolutely massive damage (Refer to Yun's combo section).

CLOSE RANGE ATTACK PATTERNS

MEATY CROUCHING LK → STANDING LP

If it hits:

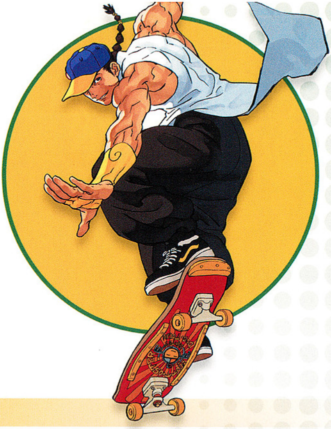
Chain the standing LP into a standing LK → MP → Zessho Hohou.

If it's blocked:

Walk up standing LP → standing LK → standing MP → Zessho Hohou.

Walk up HK Zenpou Tenshin

Crouching MP



TARGET COMBOS

LP → LK → MP

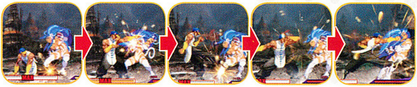
MP → HP → ← + HP

Crouching MP → crouching HP

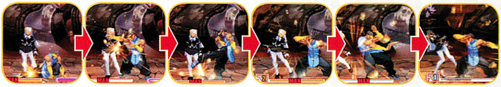
While jumping, → + LP → HP

COMBOS

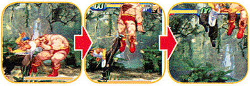
Crouching LK → standing LP → standing LK → standing MP → HP Zesshou Hohou.



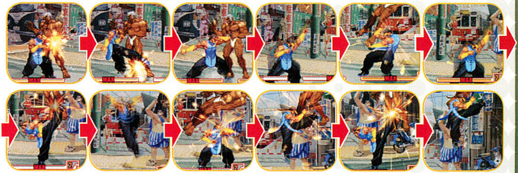
Crouching LK → standing LP → standing LK → standing MP → LP Tetsuzankou → Sourai Rengeki.



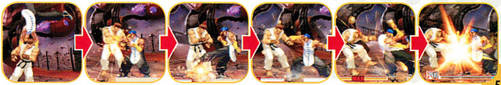
HP Tetsuzankou, juggle with an early standing MK super jump canceled into a straight up jumping HP.



Standing LP → standing LK → standing MP → Youhou, juggle with a semi-early LP Tetsuzankou, then juggle again with another semi early Youhou, walk up a step, then juggle with an early standing MK super jump canceled into a very early ↘ + LK (whiffs), when you land immediately juggle with a early standing MP → LK Nishou Kyaku, when you recover juggle with a final standing MK super jump canceled into a early jumping HK.



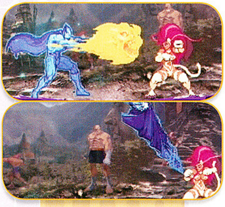
Zenpou Tenshin, walk up and link standing LP → standing LK → standing MP → LP Tetsuzankou → Sourai Rengeki.



DARKSTALKERS
The Night Warriors

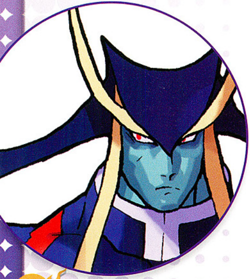
SUB SYSTEMS

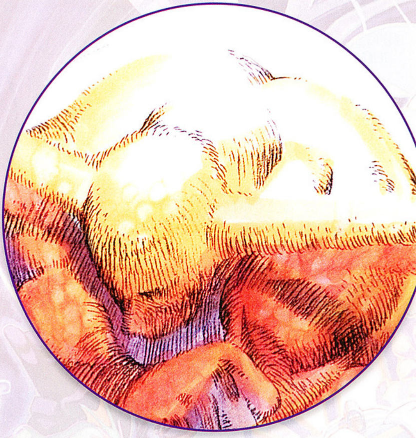
ES MOVES



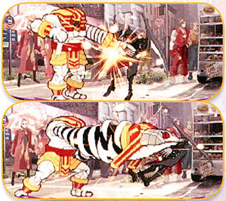
ANY SPECIAL MOVE USING MULTIPLE BUTTONS INSTEAD OF ONE

ES stands for extra special. ES moves are a great way to do extra damage when you need to. They are usually just augmented versions of a special move, and they often times just add more hits and damage. ES moves are relatively safer than their special versions because of the extra hits that are tacked on. Some ES moves are known to cause extremely long block stun, or to do massive block damage (or both!). A great example of this is Pyron's Zodiac Attack.





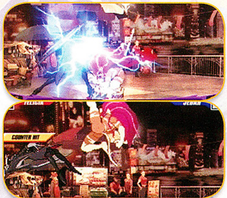
CHAIN COMBOS



LP, MP, HP OR LK, MK, HK IN SUCCESSION

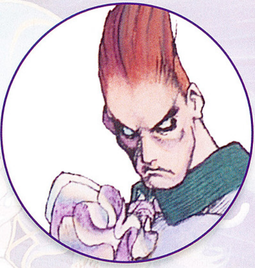
Chain combos are one of the features that make Darkstalkers characters great. Pressing the punch or kick buttons quickly in light→ medium→ hard order will cause massive damage when the chain combo connects, and will often knock an opponent off of their feet. You can even mix and match attacks while you are chaining, with the ultimate chain being LP, LK, MP, MK, HP, HK. Though they do plenty of damage on their own, remember that you cannot cancel a normal attack with a special if you have chained into a normal move. For instance, while Demitri could cancel a crouching MK into a Demon Cradle, he can not chain LK into MK and then cancel it into a special move. Nevertheless, these are your go-to combos when you don't have attacks charged or super meter to use.

GUARD CANCEL

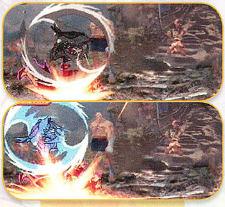


USING YOUR CHARACTER'S DESIGNATED GUARD MOVE WHEN BLOCKING

In Capcom Fighting Evolution, Darkstalkers characters carry over the guard cancel option. This is almost similar to a counter, but uses no meter. You can only perform a guard cancel if you are in the block animation state. At this time you can use your guard cancel move to break free and knock your opponent back. Don't over abuse the guard cancel because your opponent may wise up and decide to throw you instead.



FOLLOW-UP ATTACK



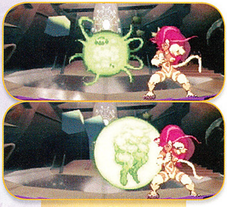
↑ + MK OR ↑ + MK + HK WHILE OPPONENT IS GROUNDED

The Darkstalkers cast wouldn't be the same without the ability to punch or kick an opponent while they are down. Knock down an opponent, then use your character's follow-up attack. This will make your character leap in the air and come down on top of a grounded opponent for extra damage. Using the ES version of the follow-up attack is a wise move. It does multiple hits and decent damage. The only things you have to worry about when using this attack are characters that can tech roll away or safe land.

DARKSTALKERS SYSTEM OVERVIEW

The Darkstalkers cast has a very interesting set of unique moves. They have ways to mix up the battle when getting off of the ground, extra damage follow-ups, chain combos that do extremely high damage, counter attacks that require no meter, an invincible dash, and ES moves that are often safe and do a obscenely high amount of damage. The Darkstalkers characters have plenty of techniques to compete, so just master these and you will be well on your way to victory.

DASH



→ → OR ← ←

Dashing is a great way to increase your mobility in Capcom Fighting Evolution. Press forward twice on the controller to dash forward and press back twice to dash the opposite way. Some dashes are even invincible and will pass through projectiles if timed right, but have some recovery after the dash ends. An opponent will have to be quick and cunning to stop the dash, so most of the time it works out in your favor. Some characters special moves are upgraded when done in conjunction with a dash. For instance, Demitri's Demon Cradle will go upwards at a 45-degree angle instead of straight up if used after a dash. Below are the number of frames that it takes to dash and backdash.

Forward Dash

Demitri—41 frames total

Felicia—36 frames total

Jedah—29 frames total (minimum - may be extended by holding →)

Anakaris—24 frames total

Pyron—23 frames total

Back Dash

Demitri—41 frames total

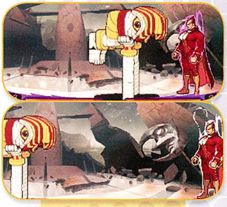
Felicia—32 frames total

Jedah—32 frames total (mimimum - may be extended by holding ←)

Anakaris—24 frames total

Pyron—23 frames total

FRONT/BACK MOVE RISING



HOLD → OR ← WHILE GROUNDED

Front and back move rising is a great way to get away from the stress of an incoming cross up or a meaty attack. By holding forward or back on the controller while grounded, your character will slide along the ground to a pre-determined point further away. This is often equivalent to using a delayed get-up, and will force an opponent to change up their game plan. The following is a frame data listing of the frames that are used when activating front and back move rising.

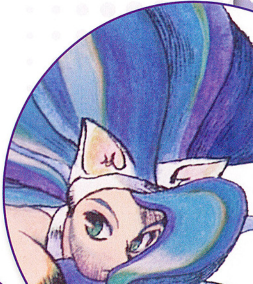
Felicia—63 frames total / 63 invincible

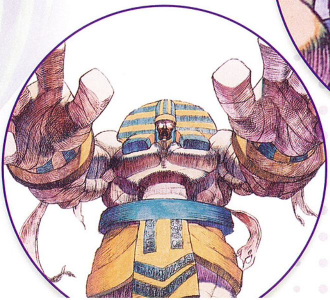
Demitri—28 frames total / 28 invincible

Jedah—40 frames total / 40 invincible

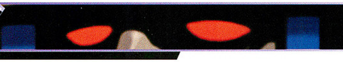
Anakaris—44 frames total / 44 invincible

Pyron—44 frames total / 44 invincible





ANAKARIS



Original Game Appearance: Darkstalkers

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

Anakaris is a keep away character. He is very slow, but makes up for his slow speed with his long reach and trickery. Even though his walking speed is glacial, he has a very fast dash and can use multiple moves in the air to keep opponent's guessing. Anakaris also has great anti air moves for a slow character, and if you ever land Royal Judgment, you can unleash a fury while challenger's are unable to block.

ATTACKS TO KEEP IN MIND

Two of the attacks that you will be using the most are the ↓ + MK and ↘ + MK in the air. These both dash down towards your opponent and force them to block high. You can mix up these attacks with low pokes that can be used in combination with chain combos, and the overhead attack, to create a deadly rushdown style guessing game.

DEFENSIVE SITUATIONS

Anakaris has a brutally effective anti air attack. ↓ + HP should be called The Pillars from Hell because they hit almost anything out of the air. In addition, by jumping back in the air and using Royal Judgment, the opponent cannot follow you without falling victim to the curse, after which you can nail them with whatever you want. Anakaris also has long ranged attacks that can hit from full screen, including the HK Coffin Dance and Cobra Blow. If your opponent gets within a half screen of you, use your long ranged chain combos to deal out damage.

BEGINNING OF THE ROUND

A great round-opener for Anakaris is the HP Mummy Drop. It is spaced perfectly to nail opponents who hesitate even slightly. You can also throw out some mid-screen chain combos in an attempt to hit your opponent early. Whatever you decide, it's important to do something, since Anakaris' whole game depends on having super meter and using it in the appropriate situation. While in the air, you can try to land Royal Judgment and maybe score a few free hits.

MID GAME

This is where it gets fun. Anakaris has an excellent dash and heavy-hitting combos. Not only that, but his air game is great because he has two versions of a dive kick that can force an opponent to block one of several ways. ↘ + MK creates a pyramid attack to go diagonally towards your opponent. This can be used that moves over projectiles, or come down from the air extremely fast. The ↓ + MK version goes straight down and is great for chaining into ground moves once you land. A great trick is to space the ↓ + MK to drop right in front of an opponent and miss, then nail them with a Mummy Drop for unexpected damage. If you fear they are going to jump, try to land a chain combo before this can happen. If your challenger blocks the chain combo, switch it up in the middle with a → + MK. This will act as an overhead attack that can start a whole new combo. Using → + MK into a low chain combo is the best course of action because it requires your opponent to change their block midway through the attacks to escape unscathed.

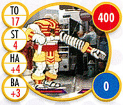
END GAME

Anakaris is very mobile in the air, so you really shouldn't have to alter your game play too much in order to hold a victory. Late game tactics often involve throwing, and Anakaris is no exception. If your opponent is in the corner, the ES Mummy Drop is your throw of choice. Stick to your chain combos, and overhead chains, to catch sleeping or lazy opponents. Don't try to use any of Anakaris' super arts at the end of a round. They start up slowly and leave you open to counterattack, and you can't afford to get hit hard late in the game. Stick to ES moves and you will surely win.

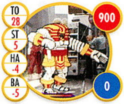
NORMAL MOVES

STANDING

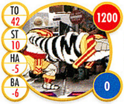
LP



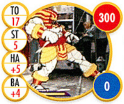
MP



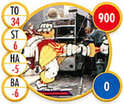
HP



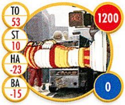
LK



MK

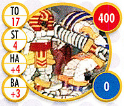


HK

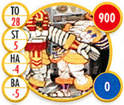


STANDING CLOSE

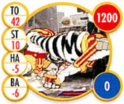
LP



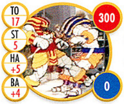
MP



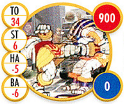
HP



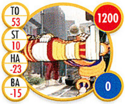
LK



MK



HK



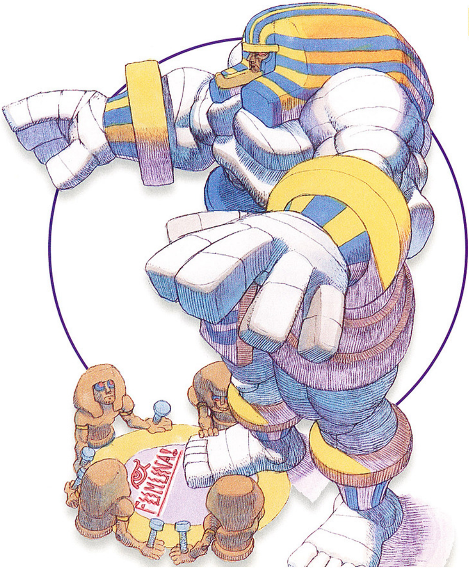
CROUCHING

	↓ + LP	↓ + MP	↓ + HP	↓ + LK	↓ + MK	↓ + HK
TO	19	41	59	19	35	41
ST	4	4	6	5	12	12
HA	+2	-12	FLIP	+6	-1	DOWN
BA	+1	-13	-31	+5	-2	-3
	300	691	1000	200	700	1100
	0	0	0	0	0	0

JUMPING

	↑ + LP	↑ + MP	↑ + HP	↑ + LK	↑ + MK	↑ + HK
ST	6	8	9	19	7	7
HS	14	14	14	14	26	14
BS	13	18	22	13	30	22
	600	1000	1200	600	600 + 600	1200
	0	0	0	0	0	0

	↗ OR ↖ + LP	↗ OR ↖ + MP	↗ OR ↖ + HP	↗ OR ↖ + LK	↗ OR ↖ + MK	↗ OR ↖ + HK
ST	6	8	9	19	7	7
HS	14	14	14	14	26	14
BS	13	18	22	13	30	22
	600	1000	1200	600	600	1200
	0	0	0	0	0	0



COMMAND ATTACKS

	→ + MK	→ + HK
TO	42	53
ST	22	10
HA	+2	-23
BA	+1	-15
	600	1200
	0	0

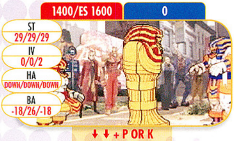
	IN AIR, ↓ + K	IN AIR, ↘ + K
ST	6	8
HS	14	14
BS	13	13
	700	500
	0	0

	OPPONENT GROUNDED, ↑ + K	OPPONENT GROUNDED, ↑ + 3K
TO	56	56
ST	43	43
IV		2
	500	1183
	0	0

FOLLOW UP ATTACK

ES FOLLOW UP ATTACK

SPECIAL MOVES



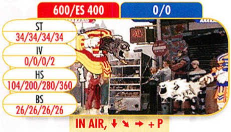
1400/ES 1600 | 0

ST	IV	HA	BA
29/29/29	0/0/2	DOWN/DOWN/DOWN	-18/26/-18

↓ ↓ + P OR K

COFFIN DROP

The Coffin Drop has six different options for where to call the attack, and the button you choose determines where on the screen the coffin comes down. These locations (from closest to farthest) correspond to buttons as follows: LP, LK, MP, MK, HP, and HK. Together, they cover the length of the whole screen, so learn where your opponent is and which coffin will hit them, and you'll have a great move to work with. The ES version sends a barrage of coffins at your opponent. The second set of data refers to the aerial version of this move



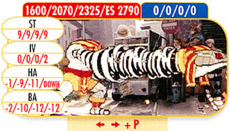
600/ES 400 | 0/0

ST	IV	HS	BS
34/34/34/34	0/0/0/2	104/200/280/360	26/26/26/26

IN AIR, ↓ ↘ → + P

ROYAL JUDGMENT

This is one of Anakaris' most original and amusing moves! If it connects, the opponent turns into a cursed version of themselves. They also become unable to block for about five seconds, so this is your chance to really pummel them. The only move that won't work while your opponent is cursed is the Mummy Drop. This move is disabled during that time, but feel free to use any other move. The ES version of this move curses your opponent for seven seconds and the same restrictions apply. If you watch the clock, and know when they are going to turn back into a regular character, you can start a chain combo just as they change back and the rest of the combo is still guaranteed to hit.



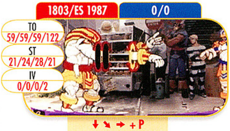
1600/2070/2325/ES 2790 | 0/0/0/0

ST	IV	HA	BA
9/9/9/9	0/0/0/2	-1/-9/-11/DOWN	-2/-10/-12/-12

← → + P

COBRA BLOW

The Cobra Blow is a great move to punish missed attacks by an opponent. It is also a long distance attack that can reach almost full screen. The downside of the Cobra Blow is that it only hits high and can be ducked by most characters. Once you are semi-close to your opponent, however, the properties change on this move. It will hit in the middle at the start and at this point it can even catch crouching opponents. If you catch your opponent with the ES version all six hits will connect from all but the furthest distances.



1803/ES 1987 | 0/0

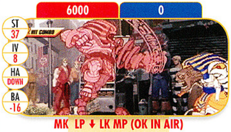
TO	ST	IV
59/59/59/122	21/24/28/21	0/0/0/2

↓ ↘ → + P

MUMMY DROP

Mummy Drop is the only throw Anakaris has. It is unblockable and can hit from as far as three quarters of the screen away. You can increase the damage on the Mummy Drop by pressing all buttons rapidly during its animation. All three punch versions do the same amount of damage, but vary in the distance from which they grab (LP goes a short distance, MP goes medium and HP grabs from three quarters of the screen). The Mummy Drop also has a unique ability: you can do it after an opponent throws a projectile, and if you successfully grab them, their projectile will travel right through you. The ES version of this attack is incredibly good—the hands shoot forward, grabbing anything in sight. It's definitely worth its cost in super meter.

EX SUPER ARTS



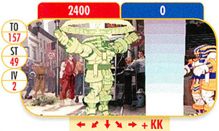
6000 | 0

ST	IV	HA	BA
37	8	DOWN	-16

MK LP ↓ LK MP (OK IN AIR)

PHARAOH'S MAGIC

Pharaoh's Magic is basically a super version of Royal Judgment that can be done on the ground. It is slow on start-up, but does a ton of damage when it connects. Attempting the Pharaoh's Magic is mainly for showing off because there are usually are better uses of your super meter. Only use this move if you are confident it will connect, like following a missed Shoryuken.



2400 | 0

TO	ST	IV
157	49	2

← ↙ ↓ ↘ → + KK

HOLE OF HELL

The Hole of Hell is an unblockable super and can catch opponents off guard. There are three major problems with Hole of Hell. The first one is that it takes two super meters to execute, which can be costly unless you can guarantee it will hit. Secondly, the range is extremely small, and you must be very close to pull it off. Finally, it does only 2400 damage. That said, if your opponent is in the corner, and you are pummeling them with chain combos, overhead attacks and ES moves, you might be able to use Hole of Hell. Get your opponent into the habit of blocking and throw the Hole of Hell into the mix, then watch their reaction.

CLOSE RANGE ATTACK PATTERNS

CROUCHING LK LINKED INTO A STANDING LP

If it hits:

Chain standing LP into standing MP → crouching HK.

If it's blocked:

Jump forward then immediately go into ↘ + HK, when you land, link into the combo if your choice or start another mix up pattern.

Counter Hit crouching LK → crouching MK → crouching HK.

Cancel standing LP into an ES Mummy Drop.

DASH IN STANDING LP

If it's blocked:

Jump forward then immediately go into ↘ + HK, when you land, link into the combo if your choice or start another mix up pattern.

Counter Hit crouching LK → crouching MK → crouching HK.

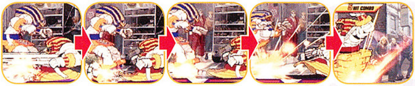
TRICKS AND TACTICS

Anakaris has an awesome mix up game along with a great air game. When you are in the air, use ↓ + MK to go straight to the ground, then use a Mummy Drop, or ES Mummy Drop, to hit your opponent while they're still trying to figure out what is happening. Make sure that if you do successfully connect a Mummy Drop, mash the buttons for extra hits. This is crucial for getting the maximum amount of damage out of this attack.

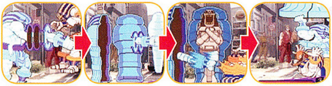
A big part of Anakaris' game is the ability to slip overhead into a chain combo series. This mix up is one of the best in the game and requires good guessing by your opponent to block it correctly. One of the best ways to utilize it is to use ↓ + MK in the air, right in front of your opponent, then immediately go into an → + MK to start a chain. It's hard to see coming and leaves your opponent wondering which way to block.

COMBOS

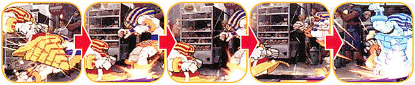
Crouching LP → Crouching LK → Crouching MK → Crouching HK → Follow-up Attack.



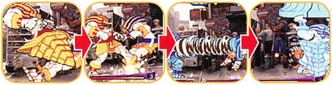
ES Mummy Drop → ES Follow-up Attack.



In Air, ↘ + MK → Crouching LK → Crouching MK → Crouching HK → follow-Up Attack.



In Air, ↘ + MK → LK → ES Cobra Blow → ES Follow-Up Attack.



DEMITRI

Original Appearance: Darkstalkers

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

The general plan for a Demitri player should be to frustrate an opponent with a barrage of projectiles, then moving in for the kill using special moves and EX super attacks. He has a very fast dash and can maneuver very quickly back and forth, to lure an opponent into thinking that you are closing in, only to bait an attack and exploit it.

ATTACKS TO KEEP IN MIND

Two attacks really stand out above the others when you are using Demitri. The Chaos Flare is great because it can be used on the ground and in the air. This attack makes it extremely hard for opponents to get in close range against Demitri. The other attack is the Demon Cradle. This move has several variations, including a dashing version, an ES version, and a Guard Cancel version. Striking with lightning quickness, this move can be very useful in preventing unwanted aerial intrusions.

DEFENSIVE SITUATIONS

Because he has a projectile that moves horizontally when done from the air, or on the ground, it should be hard for opponents to get into close range with Demitri. He is best used by locking down the ground and the sky with a slew of projectiles. This tactic should induce frustration in your opponent and cause them to make some hasty mistakes. Unless your opponent has a teleport, they will have to claw their way through the massive amount of Chaos Flares that you can send their way. In order to get in close, an opponent must risk a move that you can exploit for damage. This ability to control space and "zone" an opponent makes Demitri a force to be reckoned with.

BEGINNING OF THE ROUND

Since Demitri has an invincible dash, you have you a number of choices about what to do at the beginning of the round. Use the dash into either a Demon Cradle or Negative Stolen to start the round. If your opponent throws a projectile at the beginning, they end up getting hit with either of these attacks. You also might want to start thinking about building up your super meter early, because Demitri has some awesome supers and it would be a shame not to introduce them to your opponent.

MID GAME

Demitri is a tricky character. If your opponent isn't careful, they will soon find themselves wearing a little girl's outfit! By this time, you should have a decent amount of super meter stored up and ready to go. Every now and then, use the dash followed up with either the Midnight Pressure or Midnight Bliss. It's best to try and keep dashing in and out—do some damage up close, then escape to start harassing them with Chaos Flares again. If you find your opponent jumping away when you dash into throw, simply replace the throw with an ES Demon Cradle, and they'll have to rethink the matter before blindly jumping away again. Demitri's Demon Blast is fast enough that it can be done on reaction, taking out jumping opponents or anyone throwing projectiles your way. If you find yourself not having any success with this tactic, try using chain combos that end with crouching HK. A simple chain combo into an ES follow-up attack can get you a hit that scores 25% damage.

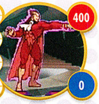
END GAME

At this state, you should rely on ES moves to finish your opponent off. The ES Chaos Flare and the ES Bat Spin each do some major block damage. If you manage to connect with the ES Bat Spin and have super meter to spare, you can immediately follow it up with an ES Demon Cradle for a quick 14 hit combo. Another route you can pursue is the Chaos Flare barrage to make an opponent come to you. This doesn't work if you are low on life, however. If you're in that situation, consider switching to a tactic that involves chain combos coupled with follow-up attacks. They can come in handy for the extra damage you might need to win the round. Be careful—against Street Fighter Alpha characters that employ the Ukemi technique, your ES follow-up attack will whiff and you'll be out of some super meter. Usually, at the end of a round, the defense has tightened up a bit and your opponent should be more likely to block than not. This is the time to nail them with an unblockable special move or EX super attack. Midnight Bliss is the best one to use, followed by Midnight Pressure. If you don't have enough super meter at the end of the round, you can always use the Negative Stolen for a final unblockable hit that may win you the round.

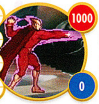
NORMAL MOVES

STANDING

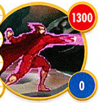
LP



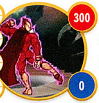
MP



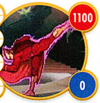
HP



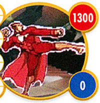
LK



MK



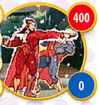
HK



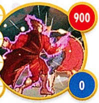
	LP	MP	HP	LK	MK	HK
TO	12	29	36	14	33	39
ST	3	6	8	4	6	9
HA	+5	-4	-5	+4	-8	-4
BA	+4	-5	-6	+3	-9	-5
	400	1000	1300	300	1100	1300
	0	0	0	0	0	0

STANDING CLOSE

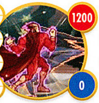
LP



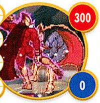
MP



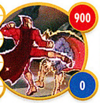
HP



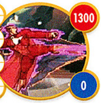
LK



MK



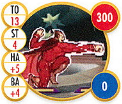
HK



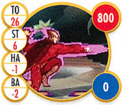
	LP	MP	HP	LK	MK	HK
TO	12	26	37	14	29	39
ST	3	5	7	4	5	9
HA	+5	-1	-7	+4	-5	-7
BA	+4	-2	-8	+3	-6	-8
	400	900	1200	300	900	1300
	0	0	0	0	0	0

CROUCHING

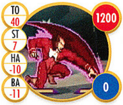
↓ + LP


TO
13
ST
4
HA
+5
BA
+4
300
0

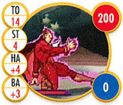
↓ + MP


TO
26
ST
6
HA
-1
BA
-2
800
0

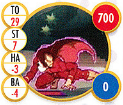
↓ + HP


TO
40
ST
7
HA
-10
BA
-11
1200
0

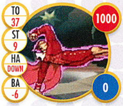
↓ + LK


TO
14
ST
4
HA
+4
BA
+3
200
0

↓ + MK

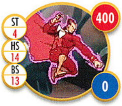

TO
29
ST
7
HA
-3
BA
-4
700
0

↓ + HK

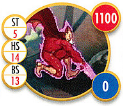

TO
37
ST
9
HA
DOWN
BA
-6
1000
0

JUMPING

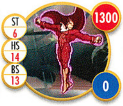
↑ + LP


ST
4
HS
14
BS
13
400
0

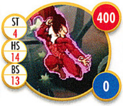
↑ + MP


ST
5
HS
14
BS
13
1100
0

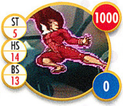
↑ + HP


ST
6
HS
14
BS
13
1300
0

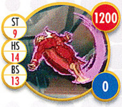
↑ + LK


ST
4
HS
14
BS
13
400
0

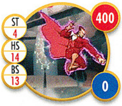
↑ + MK


ST
5
HS
14
BS
13
1000
0

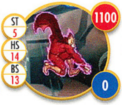
↑ + HK


ST
9
HS
14
BS
13
1200
0

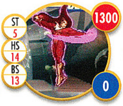
↗ OR ↖ + LP


ST
4
HS
14
BS
13
400
0

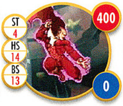
↗ OR ↖ + MP


ST
5
HS
14
BS
13
1100
0

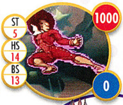
↗ OR ↖ + HP


ST
5
HS
14
BS
13
1300
0

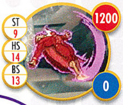
↗ OR ↖ + LK


ST
4
HS
14
BS
13
400
0

↗ OR ↖ + MK

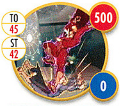

ST
5
HS
14
BS
13
1000
0

↗ OR ↖ + HK


ST
9
HS
14
BS
13
1200
0

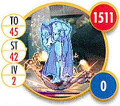
COMMAND ATTACKS

OPPONENT GROUNDED,
↑ + K


TO
45
ST
42
500
0

FOLLOW UP ATTACK

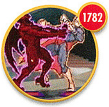
OPPONENT GROUNDED,
↑ + 3K


TO
45
ST
42
IV
2
1511
0

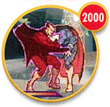
ES FOLLOW UP AT TACK

THROWS

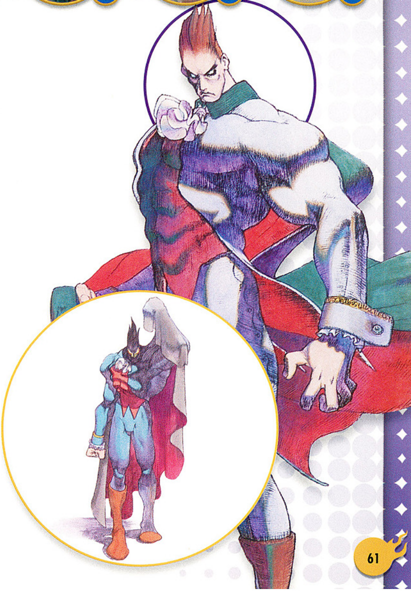
LP + LK



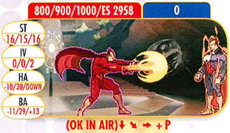
→ + LP + LK



Demitri's neutral LP + LK throw is a bite that can be mashed for a lot more damage than his other two throws. The other throws can be used for positioning an opponent in and out of the corner.

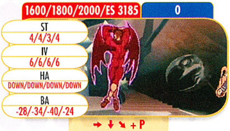


SPECIAL MOVES

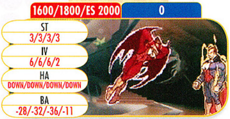


(OK IN AIR)↓ ↘ → + P
CHAOS FLARE

The Chaos Flare is fast and does decent damage. The best part about the Chaos Flare is Demitri's ability to use it in the air and at any height. This can keep an opponent locked down as they try to find a way to get in and punish you. The ES version of this move hits three times and can also be done in the air. To avoid wasting meter, you should only use the ES version in the air if your opponent is also in the air with you. The second set of data refers to the air version.

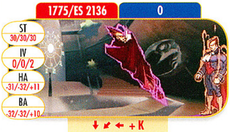


→ ↓ ↘ + P
DEMON CRADLE



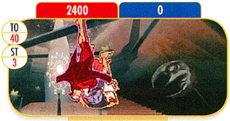
→ ↓ ↘ + P
DASHING DEMON CRADLE

Demitri twirls upwards and knocks an opponent out of the sky. This great anti air move can stop even the fastest characters from getting in. The ES version hits up to seven times and can inflict major damage quickly. The Demon Cradle also doubles as his Guard Cancel move, unique to the Darkstalker characters. It's like a counter attack that uses no super meter. Use this as you are blocking to get out of sticky situations. Also, if you perform this move after a dash it moves diagonally towards an opponent. The Demon Cradle does have some invincibility, so you may be able to go through an opponent's projectiles on reaction.



↓ ↙ ← + K
BAT SPIN

The Bat Spin is a great way to be tricky in the air. Sometimes you might jump in at your opponent and know that they are waiting for you. This will get you out of those situations. By using this move just as your opponent is about to attack, Demitri will disappear and reappear a second later with a drill attack. The long recovery on the normal version of the Bat Spin means it's only effective when used in the air. However, the ES version can be used on the ground without any repercussions. In this version, the Bat Spin does seven hits before Demitri hits the floor, and when it is completed he can continue the combo with a chain attack or special move. The second set of data refers to the air version.



360 DEGREE ROTATION + P
NEGATIVE STOLEN

The Negative Stolen is a command grab that whisks the opponent off their feet and pile drives them into the ground. It is instantaneous and unblockable and therefore it is elite. Any move that can break the opponent's guard and do damage is a great addition to any arsenal. The Negative Stolen is great to use right after the dash because an opponent can't tell that it's coming—while they're still debating whether you're going to do a crouching HK, a Demon Cradle, or who knows what, you can just zip right in and land it.

CLOSE RANGE ATTACK PATTERNS

CROUCHING LK X2

If it hits:

Chain the second crouching LK into standing HP → crouching HK

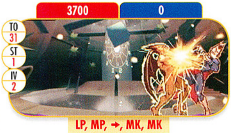
If it's blocked:

Dash forward then immediately go straight into a HP Negative Stolen or a Midnight Bliss

Walk up crouching LK → crouching MP → crouching HK

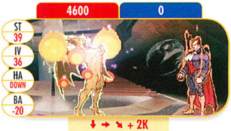
Counter hit crouching LK → crouching MP → crouching HK

EX SUPER ARTS



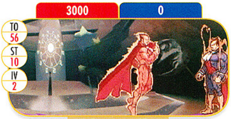
LP, MP, →, MK, MK
MIDNIGHT PRESSURE

Midnight Pressure is one of two unblockable supers Demitri has. Demitri slides in and starts biting the opponent's head. This EX Super Art cannot be mashed for extra damage even though it looks as though that would work. Demitri has to slide forward after activation before he grabs the opponent, which means he can be hit out of Midnight Pressure at any time. Your best bet is to use it up close, so the effect is instant and will hit a higher percentage of the time.



↓ → ↘ + 2K
DEMON BLAST

Demitri throws out a flood of bats at his foe. This is a great way to inflict pain on an opponent, and a great anti air super because Demitri in invincibile during its start-up. The bats from this EX super art can dodge incoming projectiles and make their way straight to the opponent. This means that you may still get hit with an opponent's projectile, but you will slap your challenger with a super attack in return. Not a bad trade.



↓ → ↘ + 2P
MIDNIGHT BLISS

This attack is less damaging than the Demon Blast, but the effect is more comical. This EX attack hails from the original Darkstalkers game. As before, it is unblockable and when it connects it changes the graphic of the opponent (usually into a female version of the character). This is a nice, easy rolling motion and works perfectly after a dash. Even though it does less damage, it's always nice to look at a pretty girl in a dress—especially if it's RYU!

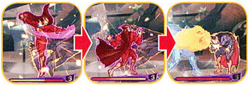
TRICKS AND TACTICS

Demitri has one of the most annoying keep away patterns in any Capcom fighting game series. With his barrage of Chaos Flares, it's extremely hard to get in on him and do significant damage. Use your dash to your advantage to get in on your opponent and back out again while you try to land your throws and attacks. You can also use the dash animation to buffer your EX Super Arts, so by the time the dash is complete, your EX super is be ready to go. Use the ES Bat Spin for massive block damage and force your opponent to counter it or take heavy damage. If it connects, follow it up with a chain combo. Demitri is largely about unblockable moves, so concentrate on finding ways to land these attacks consistently.

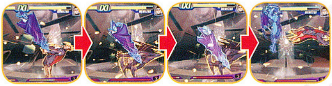
If you decide to play a zoning Demitri, you will want to keep the screen full of Chaos Flares. This builds valuable meter and forces your opponent to make the next move. Demitri has the skills to move all over the screen quickly, so learn Demitri's in and out attack patterns. Get in, try your EX Super Arts or a special move, then get out. Many players will soon get frustrated with this attack style and make careless mistakes. This is your key to punishing them and taking control of the fight. Just remember that you have those key follow-up attacks that you can perform as ES attacks for a lot more damage. Often times the best setup for the follow-up attack is a crouching HK. Following these strategies should make you a deadly match for anyone.

COMBOS

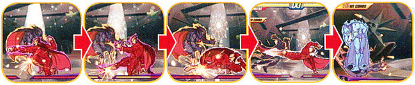
Jump in HP → HP → HP Chaos Flare.



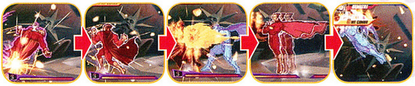
ES Bat Spin → ES Demon Cradle.



Crouching LP → Crouching LK → Crouching MK → Crouching HK → ES Follow-up Attack.



Corner Only, Jump in HK → HP → ES Chaos Flare → Dash → ES Demon Cradle.



FELICIA

Original Appearance: Darkstalkers

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

Felicia's attack is based heavily around punishing projectile characters. Going over or under them, a good Felicia player can find a way to do heavy damage against almost any projectile in the game. Countering projectiles isn't her only strength, however, since you can use her chain combo repeatedly and use her command throw to threaten players that block too often.

ATTACKS TO KEEP IN MIND

With many opponents relying on projectiles to do damage at a distance, a Felicia player can also play a great zoning game. Her Rolling Buckler goes under projectiles and, true to its name, rolls into the opponent. Felicia's Delta Kick is her Guard Cancel move that can take your opponent out of their attack phase and send them to the ground. The Delta Kick also serves a double purpose as one of her best anti air moves. When your opponent tries to crowd you from the air, use the it to thwart their attempt.

DEFENSIVE SITUATIONS

Felicia is primarily a reactive character. This means that Felicia is best played by waiting for an opponent's action, and then using her appropriate counter. From about half a screen away, nearly every single move she has will hit an opponent and take them out of whatever they are doing. Once you've used an attack like the Cat Spike (which puts you right next to your opponent), use chain combos or the Hellcat to score some free damage. End by using a follow-up attack to tack on some bonus damage.

BEGINNING OF THE ROUND

All of Felicia's moves are great, but one of your best bets is to use the Sand Splash. With this attack, Felicia doesn't move and can attack from about half screen away. The Sand Splash will stop whatever is about to come out and make an opponent switch up their game plan. Use any one of your moves to get in, and use Hellcat to do some quick damage. Once your opponent is afraid of Hellcat, they will be prone to jumping away or trying a reversal attack, which creates your best opportunity to nail them with chain combos.

MID GAME

By this time, you should have a decent number of super meter stored up. If your opponent misses any attack, or tries one with a lot of start up animation, feel free to throw your Please Help Me super out and hope it connects. Don't worry about oncoming projectiles, because if the first hit of the super connects Felicia will be invincible to anything else. When using chain combos against your opponent, always try to finish them with a crouching HK, since this sets up a follow-up attack that can dish out a lot of damage (use the ES version of the follow-up attack for huge damage). She is also one of the only characters to have multiple follow-up attacks (Felicia also has a claw attack where she scratches at a foe on the ground). Be careful about using this attack against characters that can Ukemi, however, since they won't land on the ground and you will lose a stock of super meter. Felicia's Dancing Flash goes full screen and stays low to the ground to avoid any incoming projectiles. Use this from a full screen away to make your opponent think about changing characters next round.

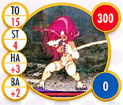
END GAME

Felicia has so many long ranged attacks that it's hard to choose what to use in the end game. Of course you want to be safe, but you also want to do damage. Use a move to get in close, preferably the Cat Spike, then stick to chain combos to deal damage and frustrate your opponent. Try to get in a crouching HK, then use follow-up attacks for guaranteed damage. If you stay in your opponent's face, you will be able to throw them a lot and up your chances for a win.

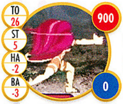
NORMAL MOVES

STANDING

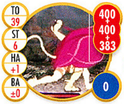
LP



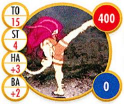
MP



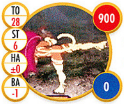
HP



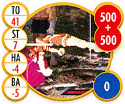
LK



MK

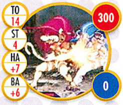


HK

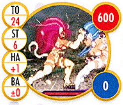


STANDING CLOSE

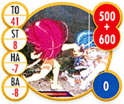
LP



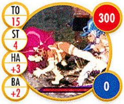
MP



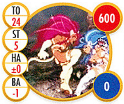
HP



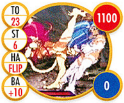
LK



MK

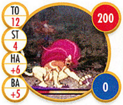


HK

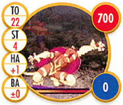


CROUCHING

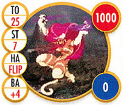
↓ + LP


TO 12
ST 4
HA +6
BA +5
200
0

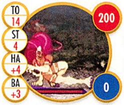
↓ + MP


TO 22
ST 4
HA +1
BA ±0
700
0

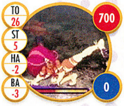
↓ + HP


TO 25
ST 7
HA FLIP
BA +4
1000
0

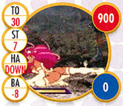
↓ + LK


TO 14
ST 4
HA +4
BA +3
200
0

↓ + MK

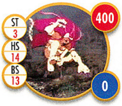

TO 26
ST 5
HA -2
BA -3
700
0

↓ + HK

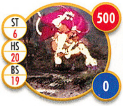

TO 30
ST 7
HA DOWN
BA -8
900
0

JUMPING

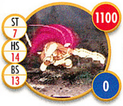
↑ + LP


ST 3
HS 14
BS 13
400
0

↑ + MP


ST 6
HS 20
BS 19
500
0

↑ + HP


ST 7
HS 14
BS 13
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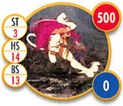
0

↑ + LK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HS 14
BS 13
500
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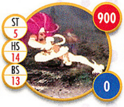
↑ + MK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HS 14
BS 13
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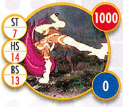
↑ + HK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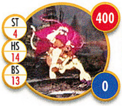
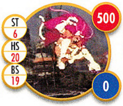
HS 14
BS 13
1000
0

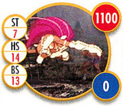
↗ OR ↖ + LP


ST 4
HS 14
BS 13
400
0

↗ OR ↖ + MP


ST 6
HS 20
BS 19
500
0

↗ OR ↖ + HP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1100
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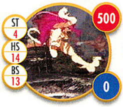
↗ OR ↖ + LK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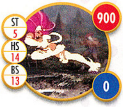
↗ OR ↖ + MK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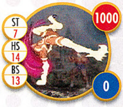
↗ OR ↖ + HK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HS 14
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1000
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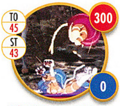
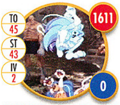
COMMAND ATTACKS

**OPPONENT GROUNDED,
↑ + K**


TO 45
ST 43
300
0

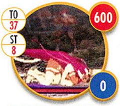
FOLLOW UP ATTACK

**OPPONENT GROUNDED,
↑ + 3K**


TO 45
ST 43
IV 2
1611
0

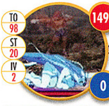
ES FOLLOW UP ATTACK

**OPPONENT GROUNDED,
↓, ↓ + P**


TO 37
ST 8
600
0

FOLLOW UP ATTACK

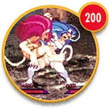
**OPPONENT GROUNDED,
↓, ↓ + 2P**


TO 98
ST 20
IV 2
1499
0

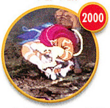
ES FOLLOW UP ATTACK

THROWS

LP + LK

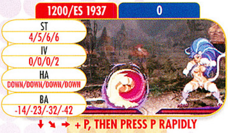


→ + LP + LK



Felicia's neutral throw gives you the potential to add more hits by pressing multiple buttons as soon as the throw starts. Her other two throws are used for positioning. If you want guaranteed damage, throw your opponent into the corner and give them a sound pummeling.

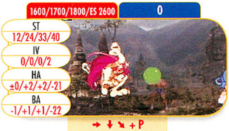
SPECIAL MOVES



↓ ↘ → + P, THEN PRESS P RAPIDLY

ROLLING BUCKLER

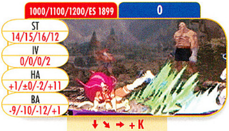
Felicia's Rolling Buckler is a great way to move under incoming projectiles. It rolls along the ground and can do some serious damage. If you're a full screen away, use the ES version to go all the way across the screen and still connect. This attack is extremely fast and it can be used as a last second surprise attack to foil an opponent's plans.



→ ↓ ↘ + P

CAT SPIKE

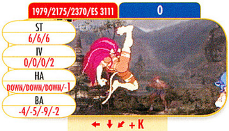
This ball of yarn sends Felicia flying across the screen. She also gains the ability to hop over projectiles while she is chasing her yarn. This attack also serves as a filler move that whiffs and sets you up to land a throw. Since point blank range is one of Felicia's most effective ranges, this is a great way to get in and dish damage out.



↓ ↘ → + K

SAND SPLASH

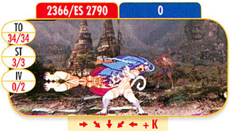
The Sand Splash is a great way to the end a combo. It's also fast enough that it will stuff most attacks before they can even come out. Sand Splash hits from half screen away, so it can be used a defensive move that shines at a distance. If timed perfectly, it can also be used to duck under certain projectiles that are coming your way.



← ↓ ↙ + K

DELTA KICK

This is Felicia's anti air kick that also moves forward after its initial ascent. This arc allows it to be used to go over projectiles and close the distance to damage an opponent. This move also doubles as Felicia's Guard Cancel to counter moves when blocked. Bust this move out under pressure to escape sticky situations.

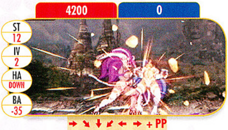


→ ↘ ↓ ↙ ← + K

HELLCAT

The Hellcat is a very useful command throw. Felicia grabs the opponent and twirls around them, dishing out the scratching post treatment. It is unblockable and does high damage, with the ES version doing double the amount of hits and damage. The ES version costs only one super meter to use, and is well worth it.

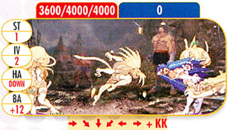
EX SUPER ARTS



→ ↘ ↓ ↙ ← → + PP

DANCING FLASH

Dancing Flash has the amazing ability to go under projectiles and still land a complete super on the opponent. It is almost instantaneous and takes a big bite out of an opponent's health. Since this super attack almost prevents projectile throwers from doing their favorite things, you can shut them down merely by threatening to do it. This means your opponent will have to move in close to damage you, and altering their game plan in this way should create opportunities for you to land damage.



→ ↘ ↓ ↙ ← → + KK

PLEASE HELP ME

Please Help Me is a super attack where a kitten jumps across the screen. If the projectile kitty connects, you will be invincible to all incoming attacks. Using LK and MK will send a kitten running on the ground, MK and HK launches a kitten into air, and LK and HK will send a kitten down from above. Each version has specific situations where it will work optimally—for instance, the LK + HK version is great as a defensive anti air attack. Please Help Me is slow, and has recovery time, so make sure you are full screen away when you do it to avoid eating a counter-super, or big combo.

CLOSE RANGE ATTACK PATTERNS

CROUCHING LP X2

If it hits:

Chain the second crouching LP into standing MP → standing MK → crouching HK

If it's blocked:

Dash forward and hit MP for a quick 2 hit overhead, then land and link into the combo of your choice.

Walk up throw

Walk up Crouching LP → standing MK → crouching HK

Counter hit crouching LK → crouching MK → crouching HK

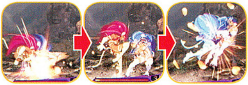
TRICKS AND TACTICS

To be effective with Felicia, you need to stay on your opponent consistently. Sticking to purely long range attacks will only get you so far, because you have to wait around for your opponent to make a mistake instead of taking the initiative. Use the Cat Spike to move in from a full screen away and get next to your quarry in a hurry. Use chain combos to pressure them and to do big damage. If your opponent chooses to block often, move in for a throw or Hellcat as a counter. The Rolling Buckler can also get you inside to do some damage. Against smart enemies, most of your damage should be coming from crouching HK into an ES follow-up attack.

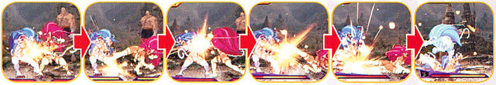
You must use quick chain combos and have great reactions to punish your opponent. If you can react to a projectile and punish accordingly, you should have no problems finding solutions to traps. However, staying on the offensive is the name of game for Felicia, so stay on the offensive and you are sure to come out ahead.

COMBOS

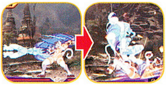
Jump in ↓ + FP in air → MK → ES Rolling Buckler.



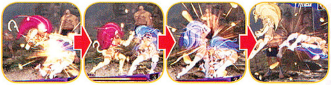
LP → LK → MP → MK → ↓ + HK → ES Follow-Up Attack.



ES Hellcat → Cat Scratch ES Follow Up Attack.



Jump in HP → MP → Dancing Flash.



JEDAH

Original Appearance:
Darkstalkers 3

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

Jedah should strike quickly and fly back out for maximum effectiveness. Overall, he is a powerhouse who controls the skies with multiple options in the air, and the ability to cancel most of these attacks at any time. His Deo Segah throws a spinning razorblade. If you throw it above your opponent's head, they're forced to block, at which point you can use one of your unblockable supers to cause serious injury. This is the ultimate cheap strategy to win with Jedah.

ATTACKS TO KEEP IN MIND

Ira Spinta is one of the best air moves, and it can grab an opponent from high atop the screen. Using alternate moves in mid flight can be a great way to psych an opponent into doing an anti air attack. Once this happens, you have a number of options that will hurt your opponent severely. Both of Jedah's supers are unblockable and extremely cheap. Fiore Russo is unblockable and even allows you to continue with a combo after it connects.

DEFENSIVE SITUATIONS

Deo Segah won't hit very often, but it is great for taking up space and making your opponent block. Throw it above an opponent's head to force them to block and freeze them in place. This can also be used in the air to block the typical path of jumps, making it extremely hard to get close to you. This is a great tactic to build a barrier and annoy an opponent.

BEGINNING OF THE ROUND

Jedah has a great dash which should be used often. He can move in and out of an opponent's range while dealing high damage from anywhere on the screen. Your best bet is to dash back at the beginning of the round to see what your opponent has in mind. Throw lots of Deo Segahs and try to place one over the head of your opponent's character. Then, use Ira Spinta to dash down, land quickly, and nail your opponent with an unblockable super. If you find your opponent blocking a lot, dash in for a Nero Fatika. If you have extra super meter left over, go ahead and use an ES follow-up attack to tack on extra damage.

MID GAME

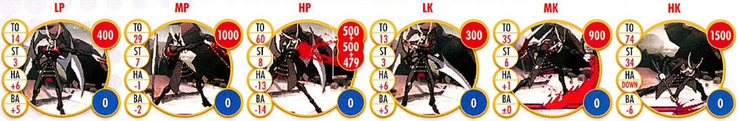
Jedah's mid game is all about annoying your opponent. He has three unblockable moves (two of which are super attacks), and these will work nicely against everyone. Use your mid-air Ira Spinta to change directions in the air and come down with an unblockable throw. This can make an opponent sit and wonder if they should retreat, or try to counter attack. Both of Jedah's super attacks need some setup to be effective. One great way to set both of them up is to toss a Deo Segah right above a challenger's head, so they are forced to block. This tactic sets up Fiore Rosso quite nicely. After the super hits and they are ejected back up onto the playfield, and you can get one extra hit in. A popular and easy choice to end this combo is the Deo Segah (the ES version hits up to three more times). It is a waste of super meter, but will do a little extra damage if it's a close match, or you've got meter to burn. If you can manage to anticipate your opponent a little, Prova Di Selvo is great to suck up characters that throw projectiles often. A big hand will come out of the ground and snatch up your opponent, throwing them into a contract. You control the 2nd half of the super, so you can grab the opponent when it is near them for maximum damage.

END GAME

Stick to the unblockable game, pummeling your opponent with these attacks at every opportunity. Ira Spinta grabs foes in the air, or on the ground, so it is a practical option when dealing both with opponents that like to jump a lot or those who turtle up. When in doubt, keep it safe and try for a knockdown with HK. Use a follow-up attack to score that extra damage you might need to win the round. Jedah has a fast dash, so don't be afraid to continually dash in your opponent's face to build pressure and try to land a chain combo, which works well in clutch situations.

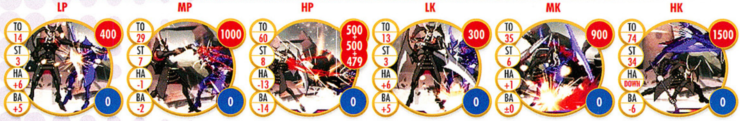
NORMAL MOVES

STANDING



	TO	ST	HA	BA		
LP	14	3	+6	+5	400	0
MP	29	7	-1	-2	1000	0
HP	60	8	-13	-14	500 + 500 + 479	0
LK	13	3	+6	+5	300	0
MK	35	6	+1	±0	900	0
HK	74	34	DOWN	-6	1500	0

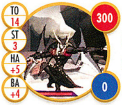
STANDING CLOSE



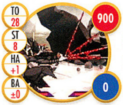
	TO	ST	HA	BA		
LP	14	3	+6	+5	400	0
MP	29	7	-1	-2	1000	0
HP	60	8	-13	-14	500 + 500 + 479	0
LK	13	3	+6	+5	300	0
MK	35	6	+1	±0	900	0
HK	74	34	DOWN	-6	1500	0

CROUCHING

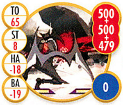
↓ + LP


TO 14
ST 3
HA +5
BA +4
300
0

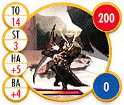
↓ + MP


TO 28
ST 8
HA +1
BA ±0
900
0

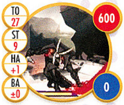
↓ + HP


TO 65
ST 8
HA -18
BA -19
500 + 500 + 479
0

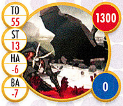
↓ + LK


TO 14
ST 3
HA +5
BA +4
200
0

↓ + MK

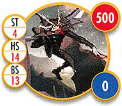

TO 27
ST 9
HA +1
BA ±0
600
0

↓ + HK

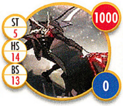

TO 55
ST 13
HA -6
BA -7
1300
0

JUMPING

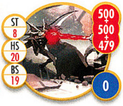
↑ + LP


ST 4
HS 14
BS 13
500
0

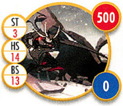
↑ + MP


ST 5
HS 14
BS 13
1000
0

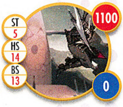
↑ + HP


ST 8
HS 20
BS 19
500 + 500 + 479
0

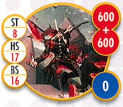
↑ + LK


ST 3
HS 14
BS 13
500
0

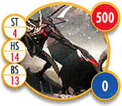
↑ + MK


ST 5
HS 14
BS 13
1100
0

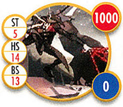
↑ + HK


ST 8
HS 17
BS 16
600 + 600
0

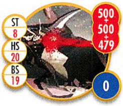
↗ OR ↖ + LP


ST 4
HS 14
BS 13
500
0

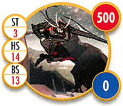
↗ OR ↖ + MP


ST 5
HS 14
BS 13
1000
0

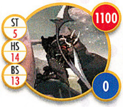
↗ OR ↖ + HP


ST 8
HS 20
BS 19
500 + 500 + 479
0

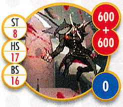
↗ OR ↖ + LK


ST 3
HS 14
BS 13
500
0

↗ OR ↖ + MK

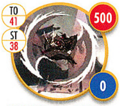

ST 5
HS 14
BS 13
1100
0

↗ OR ↖ + HK


ST 8
HS 17
BS 16
600 + 600
0

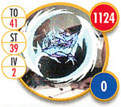
COMMAND ATTACKS

OPPONENT GROUNDED, ↑ + K


TO 41
ST 38
500
0

FOLLOW UP ATTACK

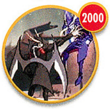
OPPONENT GROUNDED, ↑ + 3K


TO 41
ST 39
IV 2
1124
0

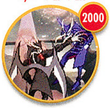
ES FOLLOW UP ATTACK

THROWS

LP + LK

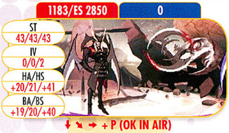

2000

→/← + LP + LK


2000

All three of Jedah's throws do exactly the same damage, so there is no practical reason to choose one over the other. This means that unless you are throwing an opponent into the corner, you should use Nero Fatika, or ES Nero Fatika, instead because of the free follow-up attack.

SPECIAL MOVES


1183/ES 2850 | 0

ST 43/43/43

IV 0/0/2

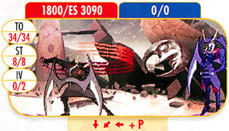
HA/HS +20/21/+41

BA/BS +19/20/+40

↓ ↘ → + P (OK IN AIR)

DEO SEGAH

Deo Segah is one of the best moves Jedah could have, and it serves multiple purposes in Capcom Fighting Evolution. First, it can be used as an anti air deterrent because his scythe is left spinning in the air for several seconds and blocks an attacker's path. Secondly, the Deo Segah is great for throwing at an opponent as they wake up from being knocked down. As before, if you get it just above a character's head, the opposing player is virtually forced to block it. This set up allows you to swoop in to land one of Jedah's unblockable moves. The second set of data refers to the air version.


1800/ES 3090 | 0/0

TO 34/34

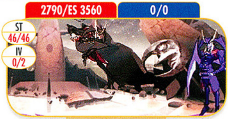
ST 8/8

IV 0/2

↓ ↙ ← + P

NERO FATIKA

Jedah's command throw is fast and easy when you are up close to an opponent. Unfortunately, it does even less damage than his regular throws! To fully capitalize on this move, use the ES version, which does over 3000 damage in one shot. You can also pounce on them with the follow-up attack for sick amounts of damage from a single throw.


2790/ES 3560 | 0/0

ST 46/46

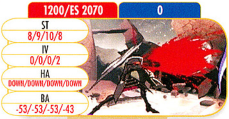
IV 0/2

IN AIR, → ↘ ↓ ↙ ← + K

IN AIR, → ↘ ↓ ↙ ← + P

IRA SPINTA

The Ira Spinta can only be performed in the air, but in addition to using it as intended—to grab people—you can also use it to alter your flight plans and make a surprise landing. Using the Ira Spinta to attack while high in the air will be predictable and easily countered. A better use for this move is to do it just above the ground, or to do it after a dash. Either way, you will be less susceptible to attacks and anti air moves. The ES version of this attack is more powerful, but neither version allows you to land a follow-up attack. Pressing punch before the dive yields an alternate knockdown attack with ST 63 and BS 22. The ES version carries IV 2 and causes BS 26 instead.


1200/ES 2070 | 0

ST 8/9/10/8

IV 0/0/0/2

HA DOWN/DOWN/DOWN/DOWN

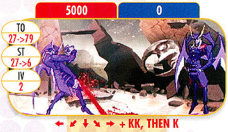
BA -53/-53/-53/-43

→ ↓ ↘ + P

SPREGGIO

Spreggio is perfect for any Halloween movie. Jedah pops off his head in an attempt to hurt his foe. Spreggio should be only used as a surprise attack. The proper way to use Spreggio is as a Guard Cancel. This will break up your opponent's attack pattern and let you go on the offensive. Use this when the fighting gets too heavy and you need a breather in between hits.

EX SUPER ARTS


5000 | 0

TO 27->79

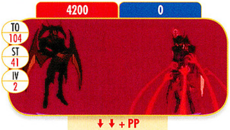
ST 27->6

IV 2

← ↙ ↓ ↘ → + KK, THEN K

PROVA DI SELVO

The Prova Di Selvo takes two initial motions before its full activation. The first part of this super attack activates when the startup frames happen. After that, you must then press kick as the summoned hand from the ground nears the opponent. Prova Di Selvo is unblockable, and can be used as a tick-throw. Do a LK next to an opponent, then immediately start Prova Di Selvo and instantly press the kick button to grab them. Though not as fast as Zangief's grabs, this will still work wonders in the heat of the moment.


4200 | 0

TO 104

ST 41

IV 2

↓ ↓ + PP

FIORE ROSSO

Another unblockable super, this one is fast and furious. Two hands come from beneath the surface to grab a challenger and take them to the underworld. Once again, use Deo Segah to put an opponent in block stun, then use Fiore Rosso to grab them while they're blocking. This is also the only super attack throw in the game that lets you juggle afterwards. After they get popped back up in the air, use an ES Deo Segah (so the opponent lands on it), then immediately jump in the air and use an Ira Spinta for a great mix up.

CLOSE RANGE ATTACK PATTERNS

STANDING LK X2

If it hits:

Chain the second standing LK into standing MK → crouching HP

If it's blocked:

Walk up throw

Walk up standing LK x2 → standing MK → crouching HK

Dash forward over your opponent then hit HK to cross up your opponent. When you land link into a combo or start another mix up pattern.

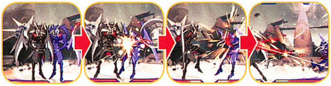
TRICKS AND TACTICS

Since Jedah has so many unblockable moves, it's crucial to find ways to incorporate them into your game. Using Fiore Rosso just as an opponent comes down from a jump is a great tactic to learn. Jedah also has several dash tricks that can be used to really mess with an opponent's head. First, he can dash over to the other side and start a chain combo, which can confuse a player before they realize they must block the opposite way. Once you drill this set up into their heads a few times, you can dash over their head and then use Ira Spinta to land an unblockable air move.

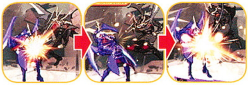
Throw Deo Segah in the air and on the ground as you are jumping away. You can also use it after a dash in the air. Continuously use Deo Segah and try to get one over the head of your opponent's character. Then, swoop in and use this set up for an unblockable attack. Dashing backwards and forwards during this process can really throw an opponent off balance, and they won't know what you are trying to do. Keep yourself mobile while using Jedah, and you will be victorious.

COMBOS

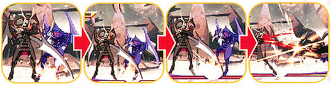
Deo Segah → LP → MP → HP.



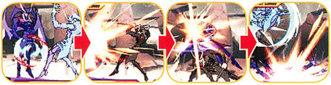
Dash, In Air LP → LK → MK.



LK → LK → LK → HP.



ES Deo Segah → HK → ES Follow-up Attack.



PYRON

Original Game Appearance: Darkstalkers

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

Pyron is a boss character and is, predictably, somewhat overpowered. That doesn't mean you can't use him, it's just that some people might find him cheap. If you do decide to use him, here are some important things to keep in mind. A lot of his normal moves are incredibly fast and leave you next to your opponent. This is where you can use Pyron's Planet Burning to grab an unsuspecting victim and do some quick damage.

ATTACKS TO KEEP IN MIND

One of Pyron's greatest attacks is the Galaxy Trip. This can really help him get to just about any position on the playing field at any time. Being able to knock down an opponent, then teleport around them grounded opponent is a huge plus. It will also force them to block in a certain direction that they may not be able to figure out until it's too late.

DEFENSIVE SITUATIONS

Having six teleports is not only a plus on offense, it also gives Pyron the ultimate defense. Any time a challenger gets too close to him, away he goes. He also has a big projectile that is hard to block because of the three possible directions it can go. A Pyron player can literally sit across the screen for a long duration and throw the Soul Smasher at an opponent without fear. In addition, his Piled Hell super art is a great defensive measure since it's a solid beam of light that goes all the way from the top of the screen to the bottom, stopping anything in its path.

BEGINNING OF THE ROUND

In the beginning of the round, use the Galaxy Trip to go to anywhere you want to go on the screen, then you can start throwing Soul Smashers to gain some meter. → + MP is a blindingly fast attack that sends Pyron close to your opponent. It has fast recovery time, so you will be able to go straight into his Planet Burning right after it connects. Use Orbiter Blaze to fly over projectiles that are coming your way. This will help considerably to get you in close to use your Planet Burning again.

MID GAME

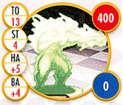
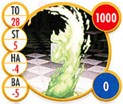
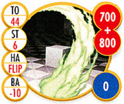
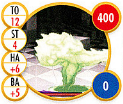
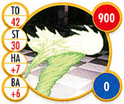
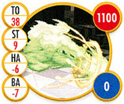
At Mid game you should concern yourself with using chain combos after a Galaxy Trip mix up, then pounce on your opponent's downed body with a follow-up attack. You can also dash in after a blocked chain combo and use the Planet Burning for extra damage. After this, you can revert back to your defensive game in order to build more meter. Using the Orbiter Blaze in conjunction with a crouching HK immediately after it will often times trip an opponent, allowing you to attempt an ES follow up attack. This attack pattern does an obscene amount of damage. Then, use Galaxy Trip to go to the other side of the screen and repeat the process. All three of his punch normal attacks have the option to add forward motion on to them, which make Pyron dash forward with the attack. These moves have excellent recovery time and leave you free to do what you please. This is a good way to set up his Planet Burning. Make your way inside with → + MP, then use a Planet Burning. Using his Zodiac Attack is a wonderful tool regardless whether it hits or it is blocked. Either way, you will have the frame advantage necessary to follow up with something after it. You can also use it to set up crouching chain combos to mix up your high/low game and add damage.

END GAME

By this time in the game, you should have enough super meter to land a super attack. Cosmo Disruption is a quick way to do damage. If it hits, you will take a huge chunk of your challenger's health bar. If they block it, they will take a huge chunk of block damage. This is the super art of choice if you want to do damage cheaply. If the round is coming to a close with less than 20 seconds on the clock and you have a comfortable lead, you might want to think about just running away. If they track you down and get close, just teleport out of the danger area. This might drive whomever you are playing against nuts, but you will surely be victorious.

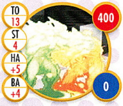
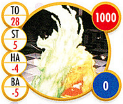
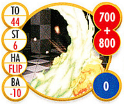
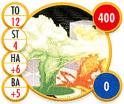
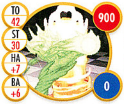
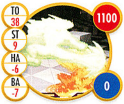
NORMAL MOVES

STANDING

	LP	MP	HP	LK	MK	HK
TO	13	28	44	12	42	38
ST	4	5	6	4	30	9
HA	+5	-4	FLIP	+6	+7	-6
BA	+4	-5	-10	+5	+6	-7
	400	1000	700 + 800	400	900	1100
	0	0	0	0	0	0

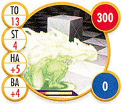
STANDING CLOSE

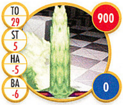
	LP	MP	HP	LK	MK	HK
TO	13	28	44	12	42	38
ST	4	5	6	4	30	9
HA	+5	-4	FLIP	+6	+7	-6
BA	+4	-5	-10	+5	+6	-7
	400	1000	700 + 800	400	900	1100
	0	0	0	0	0	0

CROUCHING

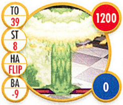
↓ + LP


TO 13
ST 4
HA +5
BA +4
300
0

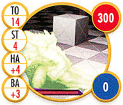
↓ + MP


TO 29
ST 5
HA -5
BA -6
900
0

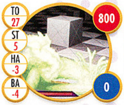
↓ + HP


TO 39
ST 8
HA FLIP
BA -9
1200
0

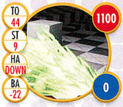
↓ + LK


TO 14
ST 4
HA +4
BA +3
300
0

↓ + MK

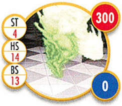

TO 27
ST 5
HA -3
BA -4
800
0

↓ + HK

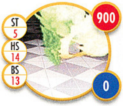

TO 44
ST 9
HA DOWN
BA -22
1100
0

JUMPING

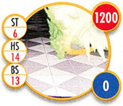
↑ + LP


ST 4
HS 14
BS 13
300
0

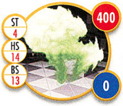
↑ + MP


ST 5
HS 14
BS 13
900
0

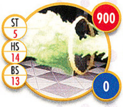
↑ + HP


ST 6
HS 14
BS 13
1200
0

↑ + LK


ST 4
HS 14
BS 13
400
0

↑ + MK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BS 13
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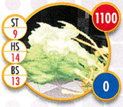
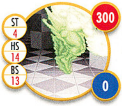
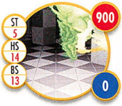
↑ + HK


ST 9
HS 14
BS 13
1100
0

↗ OR ↖ + LP


ST 4
HS 14
BS 13
300
0

↗ OR ↖ + MP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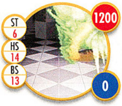
BS 13
900
0

↗ OR ↖ + HP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HS 14
BS 13
1200
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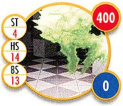
↗ OR ↖ + LK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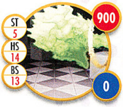
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BS 13
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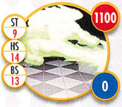
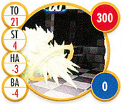
↗ OR ↖ + HK

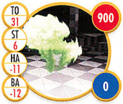

ST 9
HS 14
BS 13
1100
0

COMMAND ATTACKS

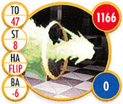
→ + LP


TO 21
ST 4
HA -3
BA -4
300
0

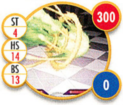
→ + MP


TO 31
ST 6
HA -11
BA -12
900
0

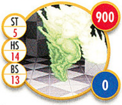
→ + HP


TO 47
ST 8
HA FLIP
BA -6
1166
0

IN AIR, ↓ + LP


ST 4
HS 14
BS 13
300
0

IN AIR, ↓ + MP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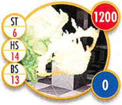
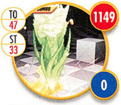
HS 14
BS 13
900
0

IN AIR, ↓ + HP

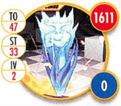

ST 6
HS 14
BS 13
1200
0

OPPONENT GROUNDED,
↑ + K


TO 47
ST 33
1149
0

FOLLOW UP ATTACK

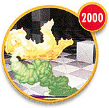
OPPONENT GROUNDED,
↑ + 3K


TO 47
ST 33
IV 2
1611
0

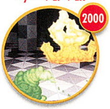
ES FOLLOW UP ATTACK

THROWS

LP + LK

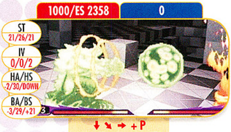


→/← + LP + LK



Pyron's throws all have the same animation. The only difference is the direction you hold during the throw. Throwing an opponent into the corner is a good way to land massive damage with mix ups.

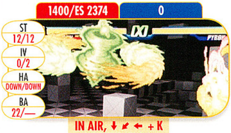
SPECIAL MOVES



↓ ↘ → + P
(IN AIR ↑ ↗ → + P)

SOUL SMASHER

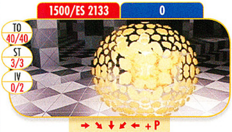
This big projectile takes up a wide chunk of the screen. Using the LP version will make the Soul Smasher travel parallel to the ground. The MP Soul Smasher will start to curve upwards at the end to hit opponents who try to jump. The HP version goes straight up, hitting any opponents above your head. Use these moves to simultaneously keep opponents out of range, add pressure to the fight, and force your challenger to block. The ES version of this attack hits two times and stays out long enough for Pyron to move freely afterwards. The second set of data refers to the air version.



IN AIR, ↓ ↙ ← + K

ORBITER BLAZE

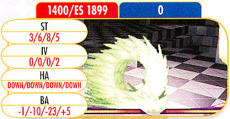
The Orbiter Blaze spins Pyron in the air like a wheel and comes down at the end of the move. It is extremely fast, and can be used when an opponent throws a projectile to maneuver over it. If any part of the Orbiter Blaze hits, it will knock down. This is a great surprise move to throw out and see how an opponent will react. The ES version of this attack hits five times and knocks down.



→ ↘ ↓ ↙ ← + P

PLANET BURNING

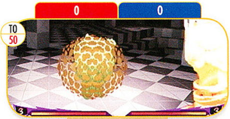
Pyron holds you in his personal bubble and bounces you around. This Planet Burning is fast and does decent damage, but its whiff animation is longer than normal, so make sure you don't miss with it. This is a great move to use right after any one of his command attacks, like → + MP. This tactic puts your right next to your opponent and sets you up perfectly. The ES version of this move bounces three times and causes a little more damage, but is not usually worth it. There are better attacks to burn your super meter on.



→ ↓ ↘ + P

ZODIAC ATTACK

Pyron turns himself into a spinning wheel of flames and hurls himself at an opponent. The normal version of this attack only hits once, and doesn't knock down an opponent. On the other hand, the ES Zodiac Attack goes full screen, hits five times, and fourteen times when blocked. With a little anticipation, you can hit your opponent without any problems. The block damage is insane with the ES Zodiac Attack, and it can finish off opponents that do not have counter attacks.

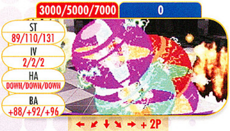


← ↓ ↙ + P OR K

GALAXY TRIP

The Galaxy Trip is one of the most annoying teleports in the game. Pyron can disappear and reappear in any of 6 places in the air. LP takes him to upper left, MP upper mid, HP upper right, LK goes to lower left, MK for dead center bottom, and HK for far right corner. What makes Pyron's teleport unique is the fact that he can do it again if he is in the air, allowing him to stay up there (or anyplace else he might like to be) indefinitely. Pyron can also do the Orbiter Blaze or any jumping normal after the Galaxy Trip. Definitely use this to get out of trouble or run out the clock.

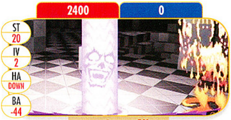
EX SUPER ARTS



← ↙ ↓ ↘ → + 2P

COSMO DISRUPTION

Pyron calls down stars from the universe to attack for him. Five stars appear and, after a pause, they release big bursts of energy. The Cosmo Disruption has a relatively huge startup time, so getting this to connect will be a chore. Use the Cosmo Disruption when you are a full screen away for maximum impact.



→ ↓ ↘ + 2K

PILED HELL

This is an anti-air super if ever there was one. Pyron turns into a thin wall of flames, and stretches his body out from the top of the screen to the bottom of the screen. Regardless of whether this attack hits or not, Pyron falls through the screen and reappears at the top. When he is falling, you can do an air move like Orbiter Blaze, or any normal attack. You can also teleport at that point. This is a great super to use if your opponent likes to try crossing you up or hovering over your head.

CLOSE RANGE ATTACK PATTERNS

CROUCHING LK → CROUCHING LP

If it hits:

Chain the crouching LP into crouching MP → crouching MK → crouching HK

If it's blocked:

Jump straight up and immediately do ↓ + HP the second you leave the ground for a quick overhead attack. When you land link after it with the combo of your choice.

Dash forward and go straight into Pyron's command throw.

Dash forward and immediately do standing LK linked into crouching LP → crouching MP → crouching MK → crouching HP

Counter hit crouching LK → crouching MK → crouching HK

DASHING STANDING MK (OVERHEAD ATTACK)

If it hits:

Link crouching LP into crouching MP → crouching MK → crouching HK

If it's blocked:

Throw the second your opponent leaves block stun.

Counter hit crouching LK → crouching MP → crouching MK → crouching HK

Jump straight up and immediately do ↓ + HP the second you leave the ground for a quick overhead attack. When you land link after it with the combo of your choice.

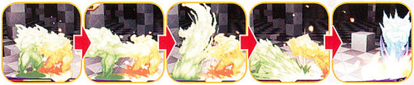
TRICKS AND TACTICS

Pyron has a lot of tricky moves that you can use. The most annoying one is the Galaxy Trip because you can do it repeatedly. You can constantly make the opponent guess where you will reappear and attack from there. If you are in trouble, you can use it to retreat just as easily. Use Galaxy Trip until your opponent can't find you, then return to your original game plan. The Galaxy Trip can also be used to really mess with an opponent's head on wake up; pick a side, try a chain combo, and force them to guess which way to block as they wake up.

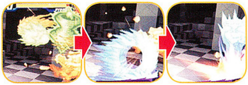
Pyron's MK is a normal move that acts like an overhead attack. It is also possible to use a chain combo after it. This is a great addition to the Galaxy Trip mix up that you should be doing to your opponent, since they not only have to guess which side to block from, but also whether to block high or low! Pyron also has three command normal moves that are great for tricking an opponent into thinking they have the advantage. Once blocked, however, it is Pyron that has the upper hand, and you can continue with a chain combo, or better yet, a Planet Burning.

COMBOS

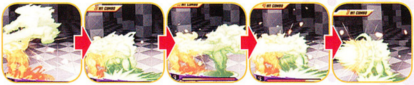
LP → LK → MP → Crouching HK → ES Follow Up Attack.



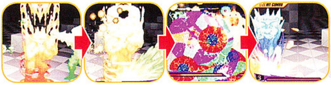
Corner Only, Orbiter Blaze → ES Zodiac Attack → ES Follow Up Attack.



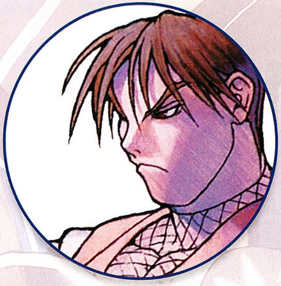
Jump In HK → LP → LK → ➔ + MP → ➔ + HP.



Cosmo Disruption → Crouching HK → ES Follow Up Attack.

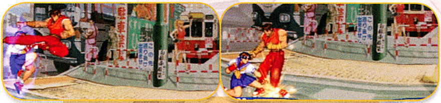


STREET FIGHTER ALPHA



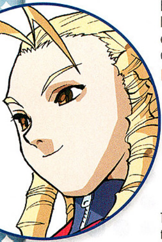
SUB SYSTEMS

AERIAL GUARD

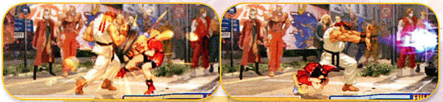


WHILE JUMPING HOLD ←

The Aerial Guard allows you to block your opponent's projectiles and jumping attacks while airborne. This does not apply to ground based attacks, which cannot be defended against with the Aerial Guard. In some cases if you air block a jumping attack you will land before your opponent does, allowing you to attack and combo your opponent as they land and recover. You can do this very close to the ground against any kind of jump in attempt by jumping and blocking just before your opponent does the jump attack, a tactic that is referred to as "Chicken Blocking" in some circles.



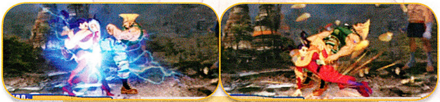
UKEMI



AFTER BEING KNOCKED DOWN PRESS 3 PUNCHES

The Ukemi allows you to roll towards and passed your opponent just as you touch the ground. This maneuver can be useful for throwing off your opponent's wake up attack patterns, allowing you to avoid and punish early projectile attempts or other attacks with heavy recovery. The first 17 frames of the total 43 roll frames are invincible. However, after these frames the next 26 frames are completely vulnerable to attack, making the Ukemi a very risky maneuver to commit to. Use with the utmost caution.

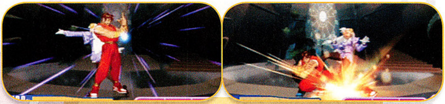
ALPHA COUNTER



JUST AS YOU BLOCK AN ATTACK, ← ↙ ↓ + PUNCH OR KICK

At the cost of 50% of your super meter, it's possible to cancel the remaining guard stun on a blocked attack into a counter attack. This counter attack does a small amount of damage and knocks your opponent down, making it very useful for quickly getting your opponent off of you when you need a little breathing room. Note that each character has two Alpha Counters, one with any kick button and one with any punch button. Both types of Alpha Counters are good for countering specific types of attacks, so switch between the two accordingly, depending on the situation.

CUSTOM COMBO



PRESS HP + HK WHEN YOUR SUPER METER IS AT 50% OR MORE

The Custom Combo, once activated, allows you to chain together any of your normal and special attacks back to back in rapid succession. This allows you to create your own massive customized combo. The Custom Combo can be activated when you only have 50% super meter. However, Custom Combos starting with 100% meter are allowed to end the combo with a level 1 super attack for a devastating amount of damage, something that cannot be done when activated with less super meter. Note that there is a large amount of damage reduction applied to each consecutive hit within a Custom Combo. In fact, after the first nine hits, every hit in the Custom Combo starts doing a pixel worth of damage. Because of this, it's important to build it on the idea that the first nine hits of the combo must be your strongest. After the first nine your goal should be to land as many hits as possible regardless of the attack's normal damage rating. Also remember that after activation, Custom Combos can juggle your opponent in almost any situation where they are falling after they have been hit by an attack. This allows you to add damage to the back of a variety of special attacks that you couldn't normally juggle after.

Aside from its combo possibilities, the Custom Combo is a very powerful super system because of its flexibility. If you activate it, and your opponent manages to block it, you have a variety of safe options at your disposal to try and make up for the missed attack. Because of the ability to chain into any attack, you can cancel attacks into any overheads or other hard to block attacks to try and land a combo before the timer runs out. You can also chain together special attacks that do a lot of block damage in succession to chip away at your opponent's health without fear of retaliation. This allows you to always have a secondary plan in mind if the original Custom Combo ends up being blocked.

When a Custom Combo is activated there is a small, hardly noticeable, start-up period just before the screen turns dark and freezes. During the post screen freeze start up and after the screen has returned to normal, you gain a small window of invulnerability. That window of invulnerability varies depending on how much super meter you have available. Below is data describing the amount of invulnerability gained when activating a Custom Combo before and after screen freeze.

Custom Combo activation with 100% Super Meter

Invincible 6 frames before screen freeze

Invincible 14 frames after screen freeze

Custom Combo activation with 50% Super Meter

Invincible 6 frames before screen freeze

Invincible 4 frames after screen freeze

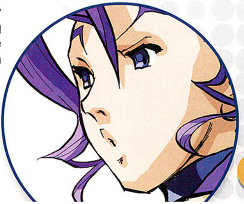
Within the 50% to 100% range, the more meter that is available the longer post-super freeze invincibility lingers.

CUSTOM COMBO ODDITIES

There is a strange bug that allows any Alpha character to pick up a knocked down Anakaris up off of the ground with a throw after activating a Custom Combo. For some reason this ability ONLY works against Anakaris. The timing to perform this bug is fairly strict, and the command for the throw must be timed so that the throw grabs your opponent the EXACT moment they touch the ground. Attempting to throw your opponent any later will result in a throw whiff. The usefulness of this bug is extremely limited, unfortunately. The combos that can be performed with this bug, although visually impressive, do much less damage than a normal Custom Combo in most cases.

STREET FIGHTER ALPHA SYSTEM OVERVIEW

The Street Fighter Alpha characters lack a large number of systems that help mobility, like dashing and super jumps. This lack of mobility greatly affects their ability to get close to their opponent when needed. To make up for this weakness Alpha characters have been granted the Custom Combo, which is an extremely flexible super system that allows for high damage multi-hit combos in a variety of situations when a normal super attack isn't comboable. Although Alpha characters can use level 1 supers, the Custom Combo is the main focus for super meter usage because of the ability to salvage missed Custom Combos with secondary attack patterns. Although there are exceptions, because of the massive amount flexibility an Alpha character gets when they have a full super meter, its best to put them in secondary slots on your team, tagging them in when an alternate character on your team has built a full super meter for them.



GUY

Original Game Appearance: Street Fighter Alpha

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

VAMPIRE VICTIM 2

MUMMY VICTIM

GENERAL STRATEGY

The basic game plan using Guy is to establish point blank range and successfully mix up attack patterns to deal damage. Despite not having any sub systems that help his mobility, Guy has a wide range of special attacks that can be employed to keep him in close to an opponent. He also happens to have a decent selection of close range combos at his disposal that are fairly flexible and damaging. This makes him a character that suffers a bit at range, but he is very well suited for point blank combat.

ATTACKS TO KEEP IN MIND

In regards to offense, at mid range Guy's crouching HK is a sliding kick with above average range. During foot games, this attack is extremely difficult for opponents to avoid by walking backwards, and it often catches players when they are attempting to move their character out of your attack range. Standing MK is also a decent poke at mid range. You can do it early in anticipation of an attack when your opponent walks into attack range. Also, keep far standing MP in mind. This attack is a gut punch with good range that can be cancelled. If you manage to get close enough to do it, force your opponent block it, and cancel it into a LK Hayagake to move into point blank range.

Crouching MP can be employed defensively as an anti air attack. You can cancel it into a MK Bushin Senpu Kyaku to juggle for extra damage if it hits an airborne opponent. However, crouching MP loses to jumping attacks with downward angles, in which case you can use a crouching HP to beat an attack if your opponent is jumping in from further away. Unfortunately, Guy's only answer to jump in attempts that are directly on top of him is his Bushin Hasso Ken super attack.

BEGINNING OF THE ROUND

Concentrate on moving into mid range, which shouldn't be too difficult with Guy's many options to deal with projectiles. One way to do this is to use the HP Bushin Izuna Drop to go over a projectile and grab your opponent. Another option is to use an HP Hozantou to move under the projectile. This attack is typically a better option, since it can easily be done on reaction while a projectile is being released. Keep an eye open for random jump in attempts and punish them with crouching MP → MK Bushin Senpu Kyaku. You can use a LK Hayagake stopped early to quickly get closer your opponent if you see an opportunity.

MID GAME

If you establish mid range, abuse Guy's crouching HK in an offensive manner from a safe distance. Keep an eye out for upward jumps from your opponent, which will go over the slide kick, allowing an opponent to combo its recovery while they are falling from the jump. You can use Guy's standing HK to beat random upward jump attempts if your opponent anticipates another slide from you and guesses incorrectly. Also, be wary of projectiles at mid range. Guy cannot slide under most of these, and they are very difficult to react to at mid range with a HP Hozantou. Use an occasional standing MK to poke at your opponent to stop any attempts to walk into range for an attack. You can punish your opponent's whiffed normal attacks with crouching MK (for 1 hit) → Hayagake: Kage Sukui, which will score a knockdown. Remember to keep Guy's large jump length in mind, which makes it possible to cross up MK attempts at mid range. Try an occasional jumping ↓ + MP as well (which drops downward after being activated) allowing him to attack from the front instead of always crossing up.

If you manage to establish point blank range, Guy has a number of attack options at his disposal. MP → HP is a cancelable chain that is verifiable. It is important to mix up between a throw and MP → HP. If MP → HP hits cancel it into a LP Hozanto, or a Bushin Gorai Kyaku. If it doesn't hit you can cancel the HP into a LK Hayagake and go for another throw attempt, or use MP → HP again. You can also cancel the MP → HP chain into Hayagake: Kage Sukui, or Hayagake: Kubikari for a quick overhead or low attack (depending on the situation). Finally, MP → HP can also be canceled into a MP Izuna no Hiji Drop, or a Bushin Izuna Drop, if it's blocked for an alternate secondary attack pattern.

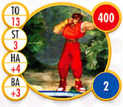
END GAME

If you have a lead, play safely. Block for a second in-between attack patterns to give your opponent room to hang themselves. For example, MP → HP → LK Hayagake is completely safe to any type of counter attack if the run is stopped as early as possible. If your opponent knows that this pattern is normally used to set up secondary attack options, use this fear to bait reversal supers and special attacks. Conserve meter and don't take too many unneeded risks. If you don't have a lead, you're going to have to take a few risks and make your own openings. Build super meter by whiffing standing MPs and slowly move closer to your opponent. Look for random jump in attempts to punish with a Bushin Hasso Ken. Also, look for other attacks to punish in order to score a knockdown and open the door for an attack opportunity to land a super or a Custom Combo.

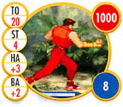
NORMAL MOVES

STANDING

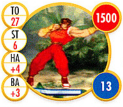
LP



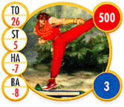
MP



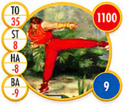
HP



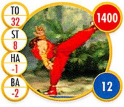
LK



MK

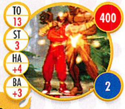


HK



STANDING CLOSE

LP



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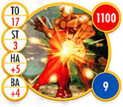
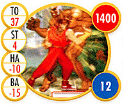
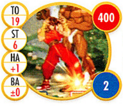


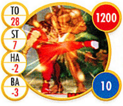
HP



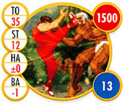
LK



MK

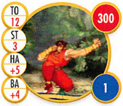


HK



CROUCHING

↓ + LP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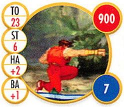
+5
BA
+4
300
1

↓ + MP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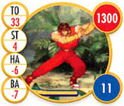
7

↓ + HP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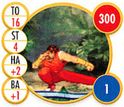
↓ + LK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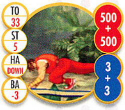
↓ + MK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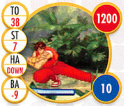
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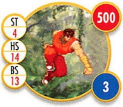
JUMPING

↑ + LP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BS
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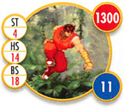
500
3

↑ + MP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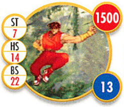
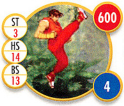
11

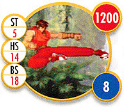
↑ + HP


ST
7
HS
14
BS
22
1500
13

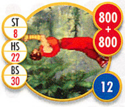
↑ + LK


ST
3
HS
14
BS
13
600
4

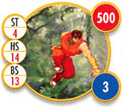
↑ + MK


ST
5
HS
14
BS
18
1200
8

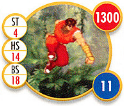
↑ + HK


ST
8
HS
22
BS
30
800
+
800
12

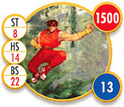
↗ OR ↖ + LP


ST
4
HS
14
BS
13
500
3

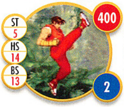
↗ OR ↖ + MP


ST
4
HS
14
BS
18
1300
11

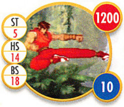
↗ OR ↖ + HP


ST
8
HS
14
BS
22
1500
13

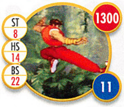
↗ OR ↖ + LK

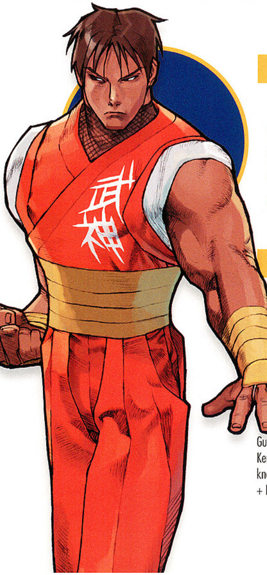

ST
5
HS
14
BS
13
400
2

↗ OR ↖ + MK


ST
5
HS
14
BS
18
1200
10

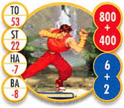
↗ OR ↖ + HK


ST
8
HS
14
BS
22
1300
11

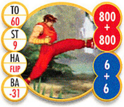


COMMAND ATTACKS

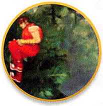
→ + MP


TO
53
ST
22
HA
-7
BA
-8
800
+
400
6
+
2

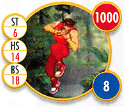
↘ + HK


TO
60
ST
9
HA
FLIP
BA
-31
800
+
800
6
+
6

WHILE JUMPING AGAINST A WALL, ↗

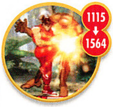


WHILE JUMPING, ↓ + MP

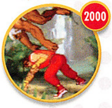

ST
6
HS
14
BS
18
1000
8

THROWS

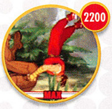
LP + LK
DURING ANY OF THE KNEE KICKS,
→ ↗ ↑ ↖ ← + P



→/← + LP + LK



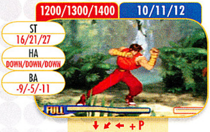
WHILE JUMPING,
LP + LK



Guy's neutral LP + LK throw is a multi hit knee kick that can be juggled after in the corner with a HK Bushin Senpu Kyaku, Bushin Hasso Ken, or a Custom Combo. This throw also has a strange extension that allows Guy to throw his opponent backwards after any of the knee thrusts. His → + LP + LK is a standard shoulder toss that's helpful for tossing your opponent towards a corner. His air throw (LP + LK while jumping) can actually be juggled if you manage to grab your opponent near a corner while in a Custom Combo.

SPECIAL MOVES

1200/1300/1400 | 10/11/12

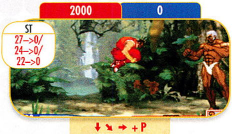


ST 16/21/27
HA DOWN/DOWN/DOWN
BA -9/-5/-11

↓ ↙ ← + P
HOZANTO

The LP version of the Hozanto is very important for Guy's basic ground combos. The HP version has the unique ability of being able to fly under projectiles during the wind up. This makes the HP Hozanto absolutely vital to playing Guy, since it is his most consistent way of dealing with projectiles.

2000 | 0



ST 27–>0/ 24–>0/ 22–>0

↓ ↘ → + P
BUSHIN FLIP

DURING BUSHIN FLIP, CLOSE TO YOU'RE OPPONENT, PRESS P
BUSHIN IZUNA DROP

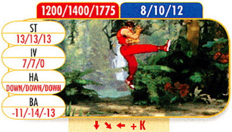
ST 27–>10/24–>10/22–>10
HS 23/23/23
BS 22/22/22

1000 | 8

DURING BUSHIN FLIP PRESS P
IZUNA NO HIJI DROP

The Bushin Flip spirals Guy towards his opponent in an arc. During the flip Guy can perform either the Bushin Izuna Drop, which is a throw, or the Izuna no Hiji Drop, which is a jumping elbow drop. The flip itself can be used to fly over and punish projectiles if it is done very early. Aside from that, the Bushin Flip can also be used to apply pressure to your opponent in a big way. You can cancel into this attack from Guy's MP → HP chain, and mix up your opponent by alternating between the elbow drop and the throw.

1200/1400/1775 | 8/10/12

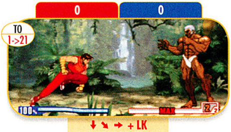


ST 13/13/13
IV 7/7/0
HA DOWN/DOWN/DOWN
BA -11/-14/-13

↓ ↘ ← + K
BUSHIN SENPU KYAKU

Guy rotates upward and performs a spinning kick. The Bushin Senpu Kyaku has a distinct use in various types of juggle combos. Specifically, the Senpu Kyaku is very good when canceled into from Guy's crouching MP as an anti air combo. This move can also be juggled after some of Guy's Bushin chains and his neutral throw.

0 | 0



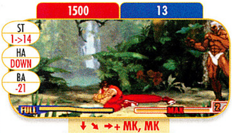
TO 1->21

↓ ↘ → + LK
HAYAGAKE

DURING THE HAYAGAKE PRESS LK
HAYAGAKE KYUTEISHI

Guy runs toward his opponent at lightning speed. Pressing LK during the run instantly makes Guy stop running. The Hayagake solves most of Guy's mobility issues, giving him an easy way to get close to his opponent in a variety of situations. This attack can also be canceled into, making it useful for following up failed attack chains with secondary attacks (specifically his MP → HP chain).

1500 | 13

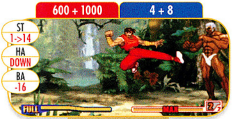


ST 1->14
HA DOWN
BA -21

↓ ↘ →+ MK, MK
HAYAGAKE: KAGE SUKUI

Guy charges towards his opponent. Pressing MK again makes Guy perform a sliding kick attack. The Kage Sukui can be comboed into from ranges that the Hozantou can't, making it useful for certain combos. This attack is also somewhat useful for close range mix up patterns after Guy's MP → HP chain. It's also possible to use this attack to go underneath projectiles from a long distance, but this is very difficult to do.

600 + 1000 | 4 + 8



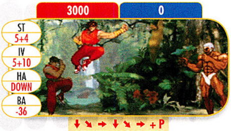
ST 1->14
HA DOWN
BA -16

↓ ↘ → + HK, HK
HAYAGAKE: KUBIKARI

The Hayagake: Kubikari is similar to the other Hayagake runs; however pressing HK during the run will have Guy perform a flying overhead kick. This attack must be blocked high. The Kubikiri, just like Guy's other Hayagake attacks, is very useful for close range mix up patterns. Against some characters the Kubikari can actually be used to cross your opponent up, but this is difficult to time correctly.

SUPER ARTS

3000 | 0

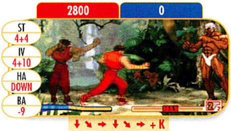


ST 5+4
IV 5+10
HA DOWN
BA -36

↓ ↘ → ↓ ↘ → + P
BUSHIN HASSO KEN

Guy leaps into the air with a four hit combo. The Bushin Hasso Ken is fantastic as an anti air attack. This super can also be juggled in a variety of situations. An example of this property is after his neutral throw in the corner, or after his Bushin chain that ends with a throw.

2800 | 0



ST 4+4
IV 4+10
HA DOWN
BA -9

↓ ↘ → ↓ ↘ → + K
BUSHIN GORAI KYAKU

Guy dashes forward and performs a small flurry of hits. The Bushin Gorai Kyaku combos easily off of Guy's MP → HP chain for a large chunk of damage. This super can also be used to juggle your opponent in specific situations; however, Guy's Bushin Hasso Ken is generally better to use in this situation.

CLOSE RANGE ATTACK PATTERNS

MEATY STANDING MP

If it hits:

Chain into standing HP → LP Hozantou

If it's blocked:

Walk up close standing MP → HP → Hagayake: Kage Sukui

Walk up throw

Chain it into a very late HP → LP Hozantou

TRICKS AND TACTICS

If you go for a Custom Combo and it ends up being blocked, start chaining together crouching HKs back to back to keep your opponent in block stun and push them towards the corner. The crouching HKs keep you directly next to your opponent, close enough to put you in throw range, allowing you to stop chaining crouching HKs and go for a throw after you fully recover. You can also chain into a crouching HK very late (after the previous attack) to trick your opponent into thinking your going to throw, only to get hit by a crouching HK that can lead to extended juggles. You can add further confusion to this strategy by throwing in an occasional → + MP overhead to keep your opponent guessing.

Guy's crouching MK is a two hit knockdown attack that recovers long before your opponent hits the ground. It's possible to juggle Guy's Bushin Hasso Ken after a crouching MK hits and completely recovers! Although this initially doesn't seem important, this is his only verifiable way to land a super attack off of a low attack. Even though crouching MK has a -3 frame disadvantage after it when it is blocked, you are pushed way out of range for any attack with a fast enough start up period to take advantage of that recovery.

The third hit to Guy's ↘ + HK → HK chain is a juggle set up with unusual properties. After it hits it's possible to juggle a full standing LP x2 → MP → HP → HK chain after it, then juggle again with a HK Bushin Senpu Kyaku. Although this attack seems fairly worthless because of its heavy startup time, if you manage to dizzy your opponent the last hit of this chain can lead to slightly more damage than a jump in combo.

BUSHIN CHAINS

Guy has a small list of chain combos at his disposal that no other Alpha character has. Many of them are key components to his ability to attack and deal damage. Study the properties of each of these chains to extend your combos for maximum damage output.

MP → HP

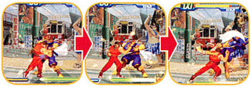
LP → MP → HP → HK

LP → MP → HP → ↓ + HK

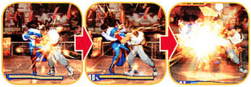
↘ + HK → HK

COMBOS

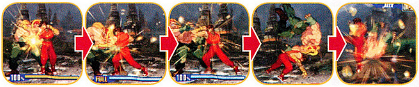
Close standing MP → HP → LP Hozanto.



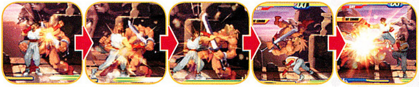
Close standing MP → HP → Bushin Gorai Kyaku.



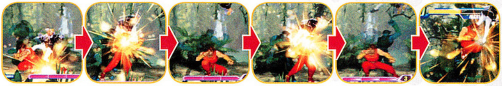
Standing LP → MP → HP → ↓ + HK, walk up and juggle with a HK Bushin Senpu Kyaku.



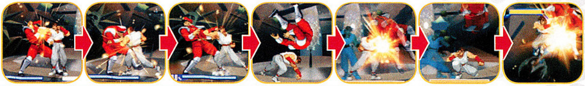
Standing LP → MP → HP → ↓ + HK, walk up and juggle with a Bushin Hasso Ken.



Activate Custom Combo, crouching HK → close standing HP → LK Hayagake, (juggle with a early close standing HP → LK Hayagake) x6, juggle with a early Bushin Hasso Ken.



Standing LP → MP → HP → ↓ + HK, walk up and start a Custom Combo, juggle with a early close standing HP → LK Hayagake x7, juggle with a early Bushin Hasso Ken.



KARIN

Original Game Appearance:
Street Fighter Alpha 3

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

In the most basic sense, the game plan for Karin is to establish point blank range, force an opponent to guess incorrectly on actions, and make mistakes. Karin has a solid set of close range tools, like her Arakuma Inashi command throw and Guren Ken, that can be used to mix up attack patterns, deal some damage, and reset the same situation all over again. The ultimate goal with this character is to get close and pressure your opponent to stay in where Karin is most effective.

ATTACKS TO KEEP IN MIND

Your main focus when playing Karin is to knock your opponent down, this allows you to establish a more desirable attack position. Karin's options for doing this mid game are limited to one move, crouching HK. Fortunately, Karin's crouching HK is a very good tool for punishing whiffed normal attacks at mid range. You can also use it in a limited manner to catch an opponent standing while they are trying to position themselves closer to you. It is also a good idea to think about using standing HK at this range for beating obvious mid range attack attempts cleanly. At close range Karin's MP attacks have a fairly large amount of frame advantage after them when blocked, making them useful for counter hit set ups and combos when timed correctly on top of an opponent while they are waking up.

For defensive situations, crouching HP is a consistent anti air attack against frontal jump in attempts. Karin's standing HP is also a very good defensive choice against jump in cross up maneuvers, since this punch extends on both sides. When an opponent jumps in, you can also take a chance and go for a High Yasha Gaeshi if you want to nullify the jump attack and score a knock down as well.

BEGINNING OF THE ROUND

When using Karin, it is important not to make any sudden offensive movements. Keep an eye open for random jump in attempts and try to move into mid range. Many members of the Capcom Fighting Evolution cast can make this difficult for you to do with projectiles. In this case, jump straight up over projectiles that you don't anticipate in order to reset their long range game. After you land from the jump, if you anticipate another projectile attempt, jump in forward and use this opportunity to get a good combo in on them. If you're not willing to take the chance, use this opportunity to move closer to your opponent. If you're fast you can use this occasion to fire off Karin's MK, or HK Ressen Ha, to punish some projectiles on reaction.

MID GAME

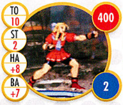
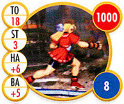
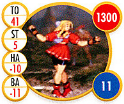
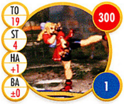
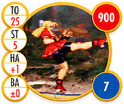
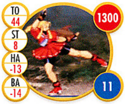
If you manage to establish mid range in the match, simply dance outside of your opponent's attack range and look for attacks to punish with crouching HK. If you catch your opponent attempting to walk a little too far into attack range you can hit crouching HK to nail them while they are standing. Whiffing the occasional random standing MP from this range is also a good tactic, and it is fairly safe. This attack can snuff out some standing attacks and it is fairly hard to punish it when it whiffs. If you get a little greedy, you can walk way into your opponent's range and use a crouching HK to catch them standing if they haven't been reacting fast enough to your attacks to stop you. If you score a crouching HK, great, move in for the kill. Go for a deep cross up MK and start a basic 50/50 mix up pattern when you land. Some good mix up attacks to go for (after jumping MK is blocked) are a HK Arakuma Inashi, or crouching LK x 2. If crouching LK x 2 hits, cancel it into a HP Guren Ken. If it doesn't, don't cancel the second LK. Instead, follow this attack up with a walk up throw and use crouching LK x 2 again, or make them block another cross up jumping MK. If you have half a super meter stocked you can try a free Kanzuki-Ryu Kou'ou Ken if you manage to land a Guren Ken use P, P, K, to follow up for extra damage.

END GAME

If you have a big lead, and your opponent is sitting on a super attack, back away a little. Don't move out of mid range, but give your opponent a little room to make a mistake. The last thing you want is to get caught by a random super. Keep an eye out for jump in attempts and punish them with a crouching HP. Play it safe, conserve super meter for the next round, and don't give your opponent anything to come back with. However, if you are behind and your opponent has a lead on you be patient, slowly move in, and look for an opening to land a super or a Custom Combo. Don't make the mistake of being overly aggressive at the end of the match. This will only run you into a few reversals and put you at your opponent's mercy. If you are desperate you can unleash Karin's standing HK Custom Combo to punish some slower whiffed normal attacks. Also, keep an eye open for random jump attempts to use a Custom Combo on as well.

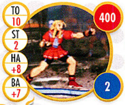
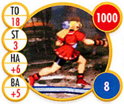
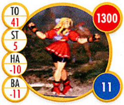
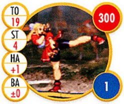
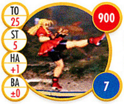
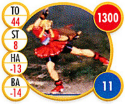
NORMAL MOVES

STANDING

	LP	MP	HP	LK	MK	HK
TO	10	18	41	19	25	44
ST	2	3	5	4	5	8
HA	+8	+6	-10	+1	+1	-13
BA	+7	+5	-11	±0	±0	-14
	400	1000	1300	300	900	1300
	2	8	11	1	7	11

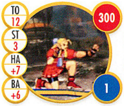
STANDING CLOSE

	LP	MP	HP	LK	MK	HK
TO	10	18	41	19	25	44
ST	2	3	5	4	5	8
HA	+8	+6	-10	+1	+1	-13
BA	+7	+5	-11	±0	±0	-14
	400	1000	1300	300	900	1300
	2	8	11	1	7	11

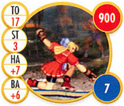
CROUCHING

↓ + LP



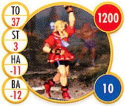
TO 12
ST 3
HA +7
BA +6
300
1

↓ + MP



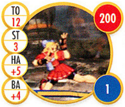
TO 17
ST 3
HA +7
BA +6
900
7

↓ + HP



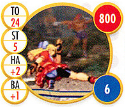
TO 37
ST 3
HA -11
BA -12
1200
10

↓ + LK



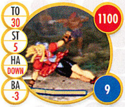
TO 12
ST 3
HA +5
BA +4
200
1

↓ + MK



TO 24
ST 5
HA +2
BA +1
800
6

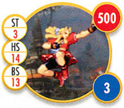
↓ + HK



TO 30
ST 5
HA DOWN
BA -3
1100
9

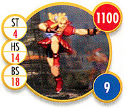
JUMPING

↑ + LP



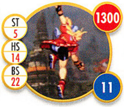
ST 3
HS 14
BS 13
500
3

↑ + MP



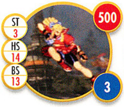
ST 4
HS 14
BS 18
1100
9

↑ + HP



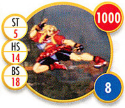
ST 5
HS 14
BS 22
1300
11

↑ + LK



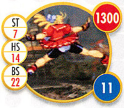
ST 3
HS 14
BS 13
500
3

↑ + MK



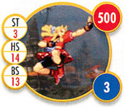
ST 5
HS 14
BS 18
1000
8

↑ + HK



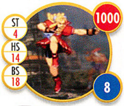
ST 7
HS 14
BS 22
1300
11

↗ OR ↖ + LP



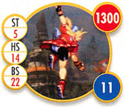
ST 3
HS 14
BS 13
500
3

↗ OR ↖ + MP



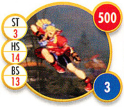
ST 4
HS 14
BS 18
1000
8

↗ OR ↖ + HP



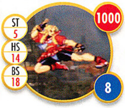
ST 5
HS 14
BS 22
1300
11

↗ OR ↖ + LK



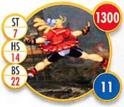
ST 3
HS 14
BS 13
500
3

↗ OR ↖ + MK

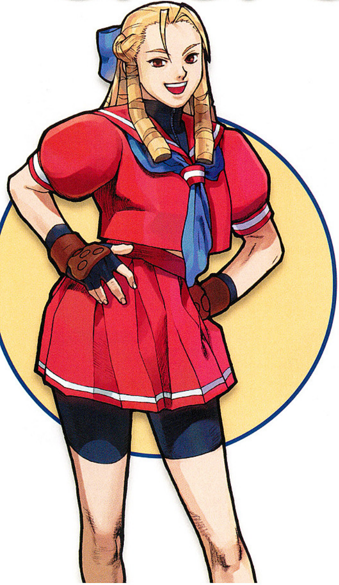


ST 5
HS 14
BS 18
1000
8

↗ OR ↖ + HK

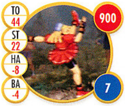


ST 7
HS 14
BS 22
1300
11



COMMAND ATTACKS

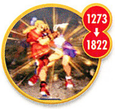
→ + MK



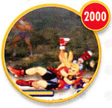
TO 44
ST 22
HA -8
BA -4
900
7

THROWS

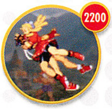
LP + LK



→/← + LP + LK



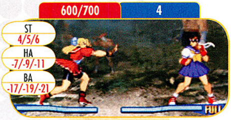
WHILE JUMPING, LP + LK



Karin's neutral LP + LK throw is a multi hit knee kick that can be juggled in the corner, while you're in Custom Combo mode. You can also add damage to this throw by jiggling your gamepad left and right and pressing the buttons repeatedly. → + LP + LK is a quick ground slam that plants your opponent directly next to you, making this throw ideal for a close range character like Karin to exploit. Her air throw looks similar to her → + LP + LK throw, and it also keeps her opponent close to her on landing.

SPECIAL MOVES

600/700
4



ST
4/5/6
HA
-7/-9/-11
BA
-17/-19/-21

↓ ↘ → + P OR ← ↙ ↓ ↘ → + P
GUREN KEN(1)

500
3
PRESS P AFTER GUREN KEN(1)
GUREN KEN(2)

400
2
→ + P
GUREN HOSHO (AFTER 1 OR 2)

800
4
PRESS K
GUREN MUJIN KYAKU (AFTER 1 OR 2)

1400
0
← + P
GUREN YASHA (HIGH) (AFTER 1 OR 2)

1400
0
← + K
GUREN YASHA (LOW) (AFTER 1 OR 2)

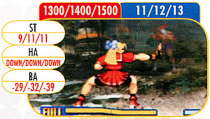
1800
14
↑ + K
GUREN RESSEN HA (AFTER 1 OR 2)

600
4
↓ + K
GUREN KUSABI (AFTER 1 OR 2)

1400
10
↘ + P, P
GUREN CHOCHU (AFTER 1 OR 2)

Karin lunges forward with a straight punch. The Guren Ken is Karin's main opening for combos. This attack has a large variety of extensions that are made to confuse your opponent's blocking habits and land big damage off of a successful hit. You can do the follow up attacks very late into the Guren Ken recovery to entice your opponent into thinking they can hit you. The Guren Mujin Kyaku follow up is a juggle set up, allowing you to land a free crouching HP or Kanzuki-Ryuu Kou'ou Ken after it. ← + P and ← + K are high and low counter attacks that will nullify attacks and deal damage to any attack attempt that collides with them. The Guren Ressen Ha is a leaping overhead attack. ↓ + K is a sliding move that hits low. Finally, ↘ + P, P is a two hit dual elbow attack that does solid damage.

1300/1400/1500
11/12/13

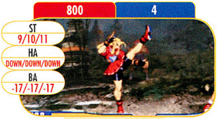


ST
9/11/11
HA
DOWN/DOWN/DOWN
BA
-29/-32/-39

→ ↓ ↘ + P
HOSHO

The Hosho is a quick palm thrust that sends your opponent flying to the end of the screen. Although the attack seems to lack range, this move has a rather large hit box around it, and it is capable of beating incoming normal attacks cleanly. However, this attack has a substantial recovery period, making it very vulnerable if it whiffs.

800
4

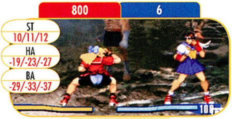


ST
9/10/11
HA
DOWN/DOWN/DOWN
BA
-17/-17/-17

→ ↓ ↘ + K
MUJIN KYAKU

Karin does a two hit step kick that pops her opponent up in the air. This attack is a juggle set up, allowing Karin to land a free super or normal attack after it hits. This attack, however, does very little damage by itself and is already an extension to the Guren Ken, which is much easier to combo.

800
6



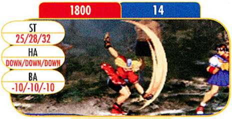
ST
10/11/12
HA
-19/-23/-27
BA
-29/-33/-37

← ↓ ↙ + P
RASEN CHO

600
4
AFTER RASEN CHO PRESS P
RESSEN CHU

Karin glides forward with a double elbow attack. Just like the Mujin Ken, this attack is already an extension to the Guren Ken. By itself it doesn't have any interesting uses.

1800
14

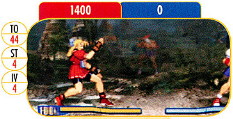


ST
25/28/32
HA
DOWN/DOWN/DOWN
BA
-10/-10/-10

↓ ↘ → ↗ + K
RESSEN HA

The Ressen Ha is a leaping overhead attack. Although somewhat slow as an overhead, the HK version of this attack can be used to go over and punish projectile attempts.

1400
0

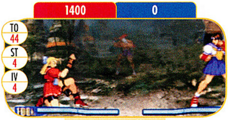


TO
44
ST
4
IV
4

↓ ↙ ← + P
YASHA GAESHI(HIGH)

The Yasha Gaeshi is a high counter attack that will nullify jumping attacks and punish them for a reasonable amount of damage. Although Karin already has a good set of normal anti air attacks, this might come in handy against that occasional jump in attack that you can't beat with crouching HP.

1400
0

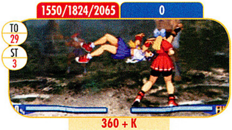


TO
44
ST
4
IV
4

↓ ↙ ← + K
YASHA GAESHI(LOW)

The Yasha Gaeshi is a low counter attack that can nullify low attacks, like sweeps and crouching kicks. The low version of the Yasha Gaeshi is far too risky to do at mid range because of its heavy recovery time. It is somewhat useful as a Guren Ken follow up, but not by itself.

1550/1824/2065
0



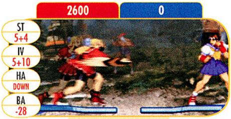
TO
29
ST
3

360 + K
ARAKUMA INASHI

Karin's multi hit command throw. Although this attack does just about as much damage as her normal throw, this throw cannot be teched and it has a slightly better range. This move is a useful starter for many of Karin's close range attack patterns.

SUPER ARTS

2600
0

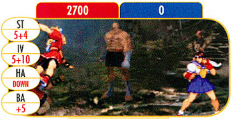


ST
5+4
IV
5+10
HA
DOWN
BA
-28

↓ ↘ → ↓ ↘ → + P
KANZUKI-RYU SHINBI KAIBYAKU

Karin does a multi hit punch combo that ends with a palm thrust. This super attack does LESS damage than a Guren Ken juggled with a crouching HP. However, it does have some invincibility on start up, making it a decent choice for defensive situations.

2700
0



ST
5+4
IV
5+10
HA
DOWN
BA
+5

↓ ↘ → ↓ ↘ → + K
KANZUKI-RYU KO'OU KEN

Karin leaps into the air with a multi hit punch attack. The Ko'ou Ken is very good as an anti air attack. This attack is also good for extra damage at the end of a Guren Ken, or Custom Combo.

CLOSE RANGE ATTACK PATTERNS

MEATY STANDING MP

If it hits:

Link standing LK → Guren Ken

If it is blocked:

Walk up crouching LK, standing LK → Guren Ken

Walk up HK Arakuma Inashi

Crouching MK → Guren Ken

MEATY CROUCHING LK X2

If it hits:

Cancel the second crouching LK into a Guren Ken combo

If it is blocked:

Walk up crouching LK, standing LK → Guren Ken

Walk up HK Arakuma Inashi

Standing LK → Guren Ken

TRICKS AND TACTICS

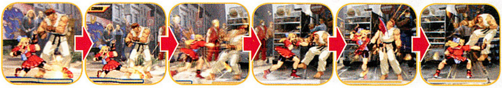
Normally, while playing Karin, it's somewhat difficult to keep her in close to her opponent after landing a combo. However, after landing Guren Ken → Guren Ken(2) → LK Mujin Kyaku, juggle this combo with a late crouching HP, then cancel it into a HP Guren Ken. The HP Guren Ken will whiff and move you directly next to your opponent allowing you to recover just before they land. After you recover, go for crouching LK x2, a throw, or cancel the HP Guren Ken into ↑ + LK to go into the overhead Guren Ken extension. You can even follow up the whiffed Guren Ken with a quick backwards jumping LK, which hits as a very fast overhead if it is done the second you leave the ground.

Karin also has another strange trick she can do after Guren Ken → Guren Ken(2) → LK Mujin Kyaku in ONLY the left corner of the screen. After you recover from the Mujin Kyaku ending to Guren Ken, juggle with an early standing MP, then immediately jump forward towards your opponent and hit jumping HK at the peak of your opponent's head. After jumping HK hits Karin should pass behind your opponent (despite them being cornered), allowing you to land and go for a combo which must be blocked the opposite direction. You can add further confusion to this tactic by simply jumping in with a different jumping attack at the same height, which will make Karin fall in front of your opponent as normal. If your opponent is simply looking for the jumping attack that you are doing to read if your going to pass behind them or not, simply do a jumping HK slightly later than usual to stay in front of your opponent.

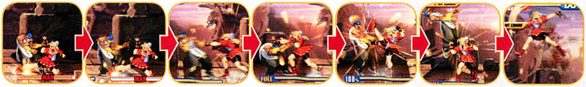
If your opponent manages to block Karin's multiple standing HK Custom Combo, you can start canceling into HK Mujin Kyakus (one after the other) to deal a good 10% chip damage to your opponent. You can also cancel the recovery of a Mujin Kyaku into a late HK Arakuma Inashi for a throw set up that is very hard to react to. Furthermore, you can cancel a Mujin Kyaku into a late crouching MK → standing HK (into more standing HKs) when you think your opponent is anticipating a throw attempt. Remember to toss in the occasional → + MK to add further confusion to the mix.

COMBOS

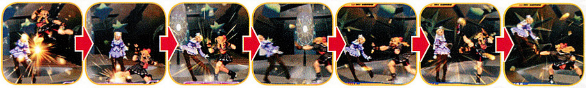
Crouching LK x2 → HP Guren Ken → Guren Ken(2) → LK Mujin Kyaku follow up, juggle with a early LP Hosho.



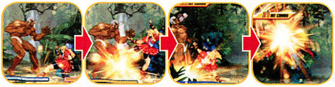
Crouching LK x2 → HP Guren Ken → Guren Ken(2) → LK Mujin Kyaku follow up, juggle with a late crouching HP → Kanzuki-Ryu Ko'ou Ken.



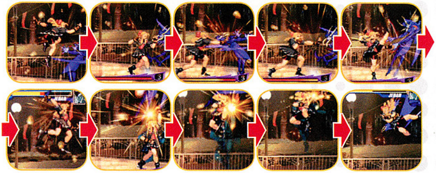
Cross up MK, crouching LK linked into a early crouching HP → HP Guren Ken → Guren Ken(2) → LK Mujin Kyaku follow up, juggle with a early LP Hosho.



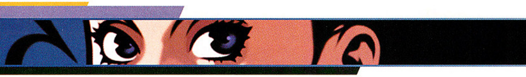
While in Custom Combo mode, crouching MK → Standing HK x20 → crouching HK → Kanzuki-Ryu Ko'ou Ken.



While your opponent is cornered, jump in HP, crouching HP → HP Guren Ken → Guren Ken(2) → LK Mujin Kyaku follow up, Kanzuki-Ryu Ko'ou Ken, when you land immediately start a Custom Combo and juggle with crouching HP x2 → whiffed crouching LP, jump straight up and juggle with jumping MP x3 → jumping LP, when you land jump forward and air throw your opponent.



ROSE



Original Game Appearance:
Street Fighter Alpha

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

VAMPIRE VICTIM 2

MUMMY VICTIM

GENERAL STRATEGY

Rose is very effective against characters that rely on projectiles to fortify their mid to long range offense. This is primarily because of her reflect attack that bounces projectiles right back at the character that threw it with minimal recovery. She also has a decent projectile attack that can be thrown behind reflected projectiles to solidify her range game. Rose's Soul Reflect, Soul Spark, solid anti air options, and fantastic normal attacks make her a dominant force to be reckoned with at mid range.

ATTACKS TO KEEP IN MIND

Rose's standing HK has unbelievable range, making it very useful during footgames. Crouching HK is a very effective whiff punisher that can be canceled into an Aura Soul Spark for extra damage. This gives her a high damage option for punishing whiffed pokes. Also, keep her ↘ + MK slide attack in mind. This attack is very good for catching an opponent walking backwards when they are trying to move out of your attack range.

Concerning defensive measures, crouching HP is an effective anti air attack. Rose's Aura Soul Throw is also a very good anti air attack that deals quite a lot of damage and scores a knockdown. In some instances you can also use an early MP Reflect as an anti air attack. This also allows you to juggle a free standing HK if it hits, or even trades with, their attack. This, however, must be done early before the air attack starts. Also, keep Rose's unique punch Alpha Counter in mind, which grabs her opponent and tosses them aside, leaving them open for a free ground combo. This can lead to big damage off of almost any blocked attack from your opponent.

BEGINNING OF THE ROUND

Rose is immediately effective at her given starting position when the round starts. Concentrate on building super meter by whiffing crouching MPs and throwing an occasional Soul Spark. You can cancel a crouching HK mid screen, even if it doesn't hit, into a Soul Spark to build meter a little faster. Keep an eye out for random jump attacks in-between Soul Sparks, and punish them with a crouching HP if they do so. If your opponent depends on projectiles, quickly react to projectile attempts with a MP Reflector to send their projectile back to hit them while they are in recovery. When your opponent is being hit by the projectile use the opportunity to either launch a Soul Spark directly behind it to apply pressure, or move a little closer to your opponent. In the case of Guile, who recovers fast enough from his projectile to jump behind it, you can reflect the projectile with Rose's HP Reflector to fire it upwards to meet Guile in the air, if he happens to jump.

MID GAME

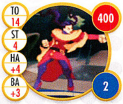
Since most characters can't hang with Rose from long range, many players will try to establish close range early. Keep up an air tight defense and pay close attention to your opponent's actions. Don't let an opponent get away with any random jump attempts and don't give them anything to punish. Force your opponent to play footsies with you. Use Rose's dominant normal attack range and periodically attack with an early standing HK in anticipation of any sort of offensive movement. Every once in a while you can throw out a ↘ + MK slide to hit your opponent if they are trying to dance outside of your attack range. If you bait an attack, punish the whiff with a crouching HK → Aura Soul Spark (if you have the super meter to do this). If you manage to score a knock down, her jumping MK is a consistent cross up to use in order to set up an attack pattern with some frame advantage. After your opponent blocks the kick you can go for a throw or crouching LP x2. If crouching LP x2 hits, link a crouching MP after it, and cancel it into a LK Soul Spiral to earn another knock down. If it doesn't hit, follow up the blocked LPs with a walk up throw, or walk up crouching LP, crouching MP LK Soul Spiral.

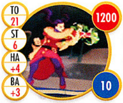
END GAME

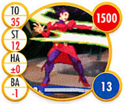
If you have a lead, stick with the plan and continue to play footsies. If your opponent is sitting on a full super meter, keep your Soul Sparks to a minimum; don't give your opponent anything to punish with a super. When your opponent is on their last leg you can burn a little super meter and end the round for (almost) free by blocking an attack and using an Alpha Counter for a free combo. If you want to save the meter, simply play it safe and look for a mistake to punish. If you don't have a lead in the match, concentrate on building meter if you don't have it. If you have super meter your opponent should be playing defensively, since Rose's defensive options with super attacks are far too dangerous to challenge openly. Use this opening as an opportunity to move in to prime attack range, and try to bait an attack to punish with Rose's slide Custom Combo. Again, if all else fails, don't forget to use an Alpha Counter, which can lead to a free 30% damage off of any blocked normal attack if your meter is at full charge.

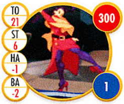
NORMAL MOVES

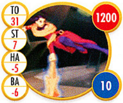
STANDING

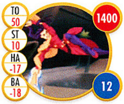
LP


MP


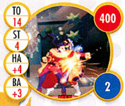
HP


LK


MK


HK


STANDING CLOSE

LP


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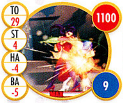

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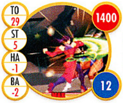
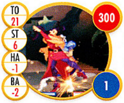
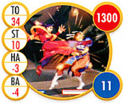
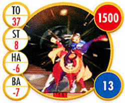


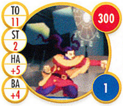
LK


MK


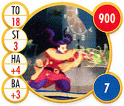
HK


CROUCHING

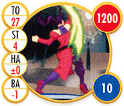
↓ + LP


TO
11
ST
2
HA
+5
BA
+4
300
1

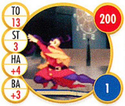
↓ + MP


TO
18
ST
3
HA
+4
BA
+3
900
7

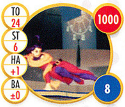
↓ + HP


TO
27
ST
4
HA
±0
BA
-1
1200
10

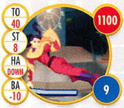
↓ + LK


TO
13
ST
3
HA
+4
BA
+3
200
1

↓ + MK

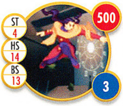

TO
24
ST
6
HA
+1
BA
±0
1000
8

↓ + HK

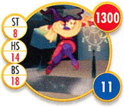

TO
40
ST
8
HA
DOWN
BA
-10
1100
9

JUMPING

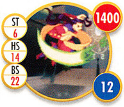
↑ + LP


ST
4
HS
14
BS
13
500
3

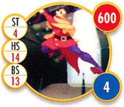
↑ + MP


ST
8
HS
14
BS
18
1300
11

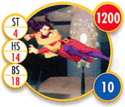
↑ + HP


ST
6
HS
14
BS
22
1400
12

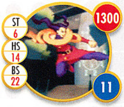
↑ + LK


ST
4
HS
14
BS
13
600
4

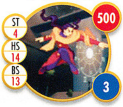
↑ + MK


ST
4
HS
14
BS
18
1200
10

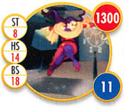
↑ + HK


ST
6
HS
14
BS
22
1300
11

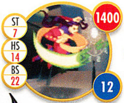
↗ OR ↖ + LP


ST
4
HS
14
BS
13
500
3

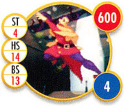
↗ OR ↖ + MP


ST
8
HS
14
BS
18
1300
11

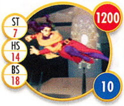
↗ OR ↖ + HP


ST
7
HS
14
BS
22
1400
12

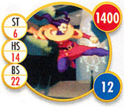
↗ OR ↖ + LK

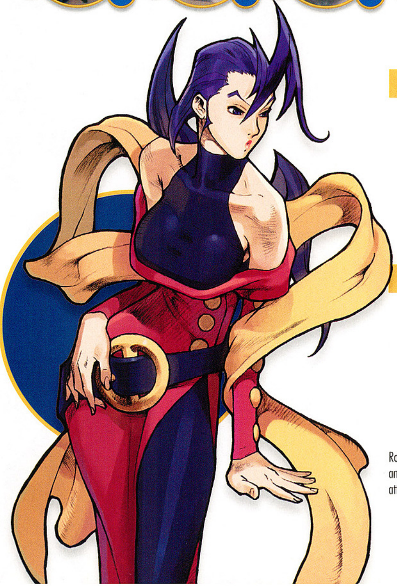

ST
4
HS
14
BS
13
600
4

↗ OR ↖ + MK


ST
7
HS
14
BS
18
1200
10

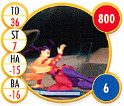
↗ OR ↖ + HK


ST
6
HS
14
BS
22
1400
12



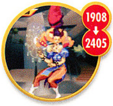
COMMAND ATTACKS

↘ + MK

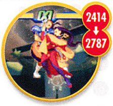

TO
36
ST
7
HA
-15
BA
-16
800
6

THROWS

LP + LK

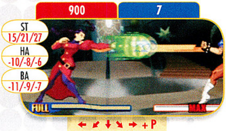


WHILE JUMPING, LP + LK



Rose's neutral LP + LK throw is a multi hit attack that can be extended for more hits by mashing any attack button and jiggling your controller left and right. Rose's air throw is also a multi hit attack; however, it does far more damage then the ground version.

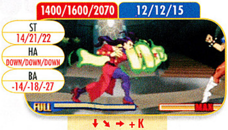
SPECIAL MOVES


900
7
ST
15/21/27
HA
-10/-8/-6
BA
-11/-9/-7
FULL
MAX

← ↙ ↓ ↘ → + P

SOUL SPARK

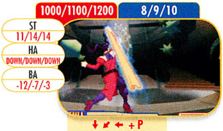
Rose's basic projectile attack. The Soul Spark is effective at mid range as a poke. This attack's terrible recovery time, however, makes it a risky maneuver to do in general. Use this attack with caution.


1400/1600/2070
12/12/15
ST
14/21/22
HA
DOWN/DOWN/DOWN
BA
-14/-18/-27
FULL
MAX

↓ ↘ → + K

SOUL SPIRAL

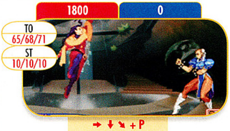
Rose thrusts forward with a spiraling scarf of energy. The Soul Spiral hits for a large chunk of damage while knocking your opponent down, making it ideal for combos. The LK version combos easily off of medium attacks, while the MK version combos only off of hard attacks.


1000/1100/1200
8/9/10
ST
11/14/14
HA
DOWN/DOWN/DOWN
BA
-12/-7/-3

↓ ↙ ← + P

SOUL REFLECT

The LP Soul Reflect absorbs projectiles and adds 15-20% of super meter. The MP version reflects projectiles back at her opponent at high speeds. The HP Soul Reflect bounces a projectile upwards at an angle. This attack is very effective against characters with heavy projectile oriented offenses (Ryu, Guile, Demitri, etc.), allowing her to nullify the attack for super meter, or use their own attack against them. The Soul Reflect also happens to be useful in combos, specifically the HP version, which allows for juggles after it.

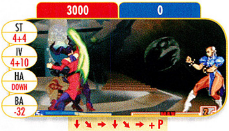

1800
0
TO
65/68/71
ST
10/10/10

→ ↓ ↘ + P

SOUL THROW

The Soul Throw is a leaping throw attack that grabs airborne opponents and tosses them to the ground. However, the Soul Throw has zero priority and must be done very early for it to be of any use. It is interesting to note that this attack does decent damage in a Custom Combo even after damage reduction has fully kicked in. You can tack it on at the end of a Custom Combo that starts at 50% meter for a decent amount of damage.

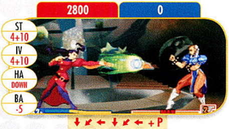
SUPER ARTS


3000
0
ST
4+4
IV
4+10
HA
DOWN
BA
-32
MAX

↓ ↘ → ↓ ↘ → + P

AURA SOUL THROW

Rose does an uppercut with her scarf, leaps into the air, grabs her opponent, and throws them to the ground. The Aura Soul Throw is a very effective anti air attack. You can also use this attack as a really damaging ending to a Custom Combo.


2800
0
ST
4+10
IV
4+10
HA
DOWN
BA
-5
MAX

↓ ↙ ← ↓ ↙ ← + P

AURA SOUL SPARK

A multi hit version of her Soul Spark. The Aura Soul Spark is very useful in a variety of combos because of its ability to juggle. This attack can be canceled into from Rose's crouching HK for a high damage (whiff punishing) combo.

CLOSE RANGE ATTACK PATTERNS

MEATY CROUCHING LP X2

If it hits:

Link crouching MP → LK Soul Spiral

If its blocked:

Walk up crouching LP linked into crouching MP → LK Soul Spiral

Walk up throw

Crouching MK → LK Soul Spiral

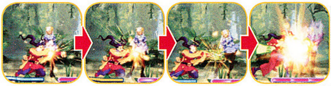
TRICKS AND TACTICS

Rose's crouching HP is a well rounded anti air attack that has the awkward effect of making your opponent fall very close to you after hitting as an anti air. You can use this to mount any basic mix up pattern just as your opponent is landing from the fall. If crouching HP hits against an airborne opponent jumping directly on top of her (when crouching HP is used to beat a cross up) you can walk under your opponent as they are falling to move behind them for a confusing side switch trick. You can vary this tactic by walking to the front of your opponent and keep your opponent guessing which side you will end up on. You can also wait a second just as you recover from the crouching HP, jump forward, and go for a cross up MK to meet your opponent as they land from the fall. Furthermore, you can also walk up, jump backwards, and then hit LK just as you leave the ground for a very fast overhead attempt.

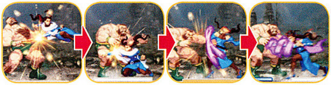
If Rose's multiple ↘ + MK Custom Combo is blocked keep chaining more ↘ + MKs back-to-back to keep your opponent locked down. Each blocked slide keeps you close to your opponent, allowing you to let a slide fully recover and go for a throw attempt. You can also chain into a slide very late into the recovery of the previous slide to bait and punish counter attempts if your opponent thinks you will be following the motion with a throw.

COMBOS

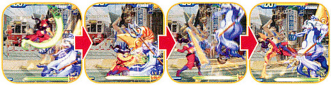
Crouching LP x2, link crouching MP → LK Soul Spiral.



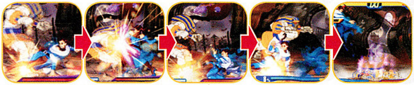
Cross up MK, crouching LP linked into a crouching HP → MK Soul Spiral.



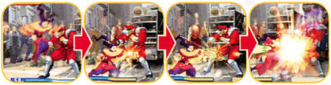
Jump in HP, crouching MP → HP Soul Reflect, juggle with an early standing HK.



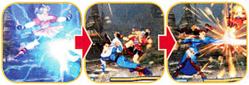
Start a Custom Combo, crouching MK → crouching HP → ↘ + MK x18 → crouching HK → Aura Soul Throw.



Block an attack and perform Rose's Punch Alpha Counter, walk up and link crouching LP linked into a crouching MP → LK Soul Spiral.



Block an attack and perform Rose's Punch Alpha Counter, link crouching HK → Aura Soul Spark.



SAKURA

Original Game Appearance:
Street Fighter Alpha 2

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

A good game plan for Sakura is to move into point blank range and force your opponent to guess your next move incorrectly. Sakura has a very basic (but effective) offensive pattern that resets the same situation every time she lands a combo or a throw. Her ability to keep momentum and create free set up situations after each successful attack is second only to Karin.

ATTACKS TO KEEP IN MIND

Abuse Sakura's standing HK. This attack is notorious for its high priority, great range, and incredible recovery. Crouching HK is an ok whiff punisher, which will score a knock down and allow you to go for a cross up attempt. Jumping MK is a very effective cross up attack with a huge hit radius. This attack should be your main focus whenever you land Sakura's neutral throw, or her crouching LK → crouching LP, standing LK → Sakizakura Ken combo because both of these attacks leave Sakura in the perfect position to go for another cross up.

For defensive situations crouching HP is a consistent anti air attack. You can also use her Shinku Hadoken against jump in attempts as well.

BEGINNING OF THE ROUND

Be patient, throw cautious HP Hadokens to build super meter, and keep your opponent busy. You can also build super meter by whiffing LK Flower Kicks very close to the ground. Slowly move forward and try to establish mid range. If you anticipate a projectile attempt, jump over it and combo your opponent. If you have to react to a projectile, jump straight up over it to reset your opponent's projectile offense. You can also throw your own projectile to nullify enemy shots. Be cautious and slowly move in.

MID GAME

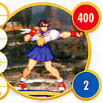
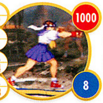
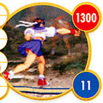
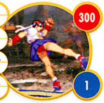
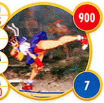
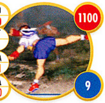
If you manage to establish mid range, simply dance outside of your opponent's attack range and periodically hit standing HK when you walk forward. It's very difficult for your opponent to punish this move if it whiffs, so don't hesitate to do it unless your opponent is sitting on a super. Your opponent may get nervous and throw out preemptive sweeps in an attempt to catch a standing HK as its recovering early. If they guess wrong, punish their whiffed attack with a crouching HK to score a knock down. Once you have a knock down, go for a deep cross up MK to set up a mix up pattern. When you land, either go for Sakura's neutral throw, her → + MK overhead, or crouching LK → crouching LP. If you land the throw, go for another cross up MK after you recover. If crouching LK → LP hits, chain this attack into standing LK → HP Sakizakura Ken, then jump forward and go for another deep cross up MK as they are about to stand up. If crouching LK → LP is blocked you can go for a walk up throw, walk up crouching LK → standing LK → Sakizakura Ken, or another cross up MK. You can add further confusion to this pattern by exchanging the deep cross up MKs after the throw and combo with an "empty" forward jump. This simply means to jump forward and land without doing an air attack. After you land go straight into a low combo starting with crouching LK. This will work if you have trained your opponent to expect the deep jumping MK which must be blocked high, allowing you to trick them and go and for a low combo instead, after you land.

END GAME

Be weary of reversal super attempts if you have a lead. Carefully exert your presence without taking any risks. Use your previous attack patterns to bait super attempts and block when you would normally attack. Keep an eye out for jump in attempts and use a crouching HP to snuff these attacks out. If you don't have a lead, move into mid range and cautiously attack with Sakura's standing HK to annoy your opponent, and bait a normal attacks that allow you to land a Custom Combo, or a crouching HK. Your opponent will probably know what you're looking for, so don't be overly aggressive and use your super meter only when it's guaranteed to hit.

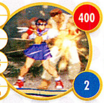
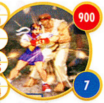
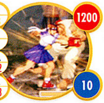
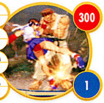
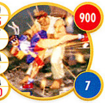
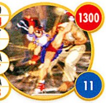
NORMAL MOVES

STANDING

	LP	MP	HP	LK	MK	HK
TO	11	22	31	21	35	30
ST	2	5	6	3	7	8
HA	+7	+4	±0	-4	-9	+1
BA	+6	+3	-1	-5	-10	±0
	400	1000	1300	300	900	1100
	2	8	11	1	7	9

STANDING CLOSE

	LP	MP	HP	LK	MK	HK
TO	11	20	38	21	35	34
ST	2	4	3	3	7	4
HA	+7	+5	-12	-4	-9	-7
BA	+6	+4	-13	-5	-10	-8
	400	900	1200	300	900	1300
	2	7	10	1	7	11

CROUCHING

			TO	ST	HA	BA	
↓ + LP		300	13	3	+6	+5	1
↓ + MP		800	29	4	-6	-7	6
↓ + HP		1100	40	3	-14	-15	9
↓ + LK		200	15	3	+2	+1	1
↓ + MK		800	32	4	-7	-8	6
↓ + HK		1000	44	6	DOWN	-16	8

JUMPING

			ST	HS	BS	
↑ + LP		500	3	14	13	3
↑ + MP		1000	4	14	18	8
↑ + HP		1300	7	14	12	11
↑ + LK		500	4	14	13	3
↑ + MK		1000	5	14	18	8
↑ + HK		1300	8	14	22	11
↗ OR ↖ + LP		500	3	14	13	3
↗ OR ↖ + MP		1000	4	14	18	8
↗ OR ↖ + HP		1300	7	14	12	11
↗ OR ↖ + LK		500	4	14	13	3
↗ OR ↖ + MK		1000	5	14	18	8
↗ OR ↖ + HK		1300	8	14	22	11

COMMAND ATTACKS

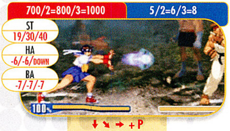
			TO	ST	HA	BA	
→ + MK		1000	42	23	±0	-1	8

THROWS

LP + LK		1674 ↓ 2548
→/← + LP + LK		2000

Sakura's neutral LP + LK throw is absolutely vital to Sakura's offense. This throw perfectly sets up a free cross up MK attempt. This throw can also be mashed for a significant amount of extra damage. → + LP + LK is a quick kick throw that can be helpful for pushing her opponent closer to a corner. However, it is not nearly as useful as Sakura's neutral throw.

SPECIAL MOVES

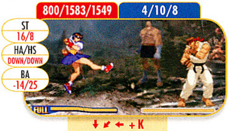


↓ ↘ → + P

HADOKEN

PRESS P TO INCREASE SIZE

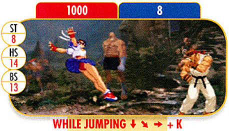
Sakura throws a bolt of blue energy towards her opponent. The Hadoken is a basic, but effective, poke. This attack can actually be increased in size two times by pressing punch twice. This however severely decreases the Hadokens range with each size increase. You can use this property to bait jump in attempts (over your projectile on release) by increasing the size of the shot twice to delay the release of projectile, which will catch their jump in with a massive burst of energy.



↓ ↙ ← + K

SHUNPU KYAKU

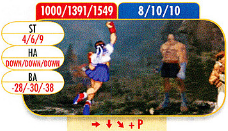
Sakura does a spiraling turn kick towards her opponent. Strangely enough, the MK version of this attack does more damage and stun damage then the HK version. It also hits crouching characters unlike the HK version, making the HK version a lot less useful. This attack doesn't really Help Sakura in any way, making even the MK version of the Shunpu Kyaku largely unimportant to her offense. Note: This attack can also be done while jumping and the second set of frame data represents this.



WHILE JUMPING ↓ ↘ → + K

FLOWER KICK

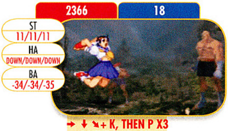
The Flower Kick is very difficult for opponents to knock out of the air. You can mix up between the LK and HK versions of this attack, using the LK version to whiff in front of your opponent to bait an anti air attempt. You can use the HK version to actually attack. This attack is also fairly useful for building super meter when whiffed repeatedly from further away. Note: Although not very useful, this attack actually has the ability to juggle for one hit. You can cancel a jumping LP against a jumping opponent into a HK Flower Kick for a two hit juggle combo.



→ ↓ ↘ + P

SAKIZAKURA KEN

The Sakizakura Ken is a multi hit dashing uppercut. This attack is very useful for Sakura's offense, giving her one basic attack to use for all of her combos. The Sakizakura Ken knocks down and leaves Sakura in a perfect position to go for a cross up MK after it hits, which is Sakura's strongest opening attack.



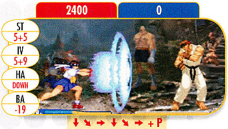
→ ↓ ↘+ K, THEN P X3

SAKURA OTOSHI

PRESS K AFTER → ↓ ↘ + K TO IMMEDIATELY DROP WITHOUT ATTACKING

Sakura leaps into the air and does a three hit punch attack. Unfortunately, the Sakura Otoshi has very few uses and is a very risky move to attempt in any situation.

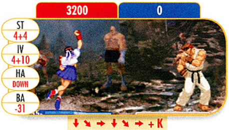
SUPER ARTS



↓ ↘ → ↓ ↘ → + P

SHINKU HADOKEN

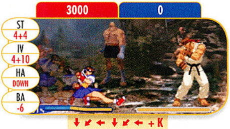
The Shinku Hadoken is very useful to Sakura as anti air special attack. This super attack also has the ability to juggle; however, the juggle properties for this move don't start until very late in the attacks release.



↓ ↘ → ↓ ↘ → + K

MIDARE ZAKURA

Sakura does three uppercut attacks, one after the other. This super attack is useful in basic (but damaging) combos. The Midare Zakura can also be tagged on at the end of Sakura's best Custom Combo for good damage.



↓ ↙ ← ↓ ↙ ← + K

HARU ICHIBAN

Sakura performs a five hit spinning kick combo. This super attack can be used in defensive situations as a reversal special attack because of its short window of invulnerability on start up. This attack also happens to hit low, so you can use it to punish an opponent's whiffed sweep attack.

CLOSE RANGE ATTACK PATTERNS

MEATY CLOSE STANDING MP

If it hits:

Link standing LK → HP Sakizakura Ken

If its blocked:

Walk up crouching LK, standing LK → HP Sakizakura Ken

Walk up throw

Crouching MP → HP Hadoken

→ + MK

MEATY CROUCHING LK → CROUCHING LP

If it hits:

Chain the crouching LP into standing LK → HP Sakizakura Ken

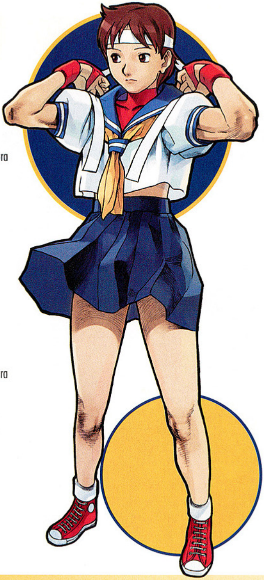
If it's blocked:

Walk up crouching LK, standing LK → HP Sakizakura Ken

Walk up throw

Crouching MP → HP Hadoken

Jump forward and go for a cross up MK



TRICKS AND TACTICS

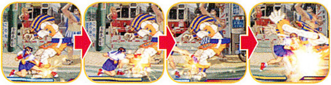
Sakura's LP Sakizakura Ken can be used as an anti air attack if done very early before your opponent attacks. If it hits late, it's possible to juggle this attack with a Custom Combo for ok damage. Additionally, if this attack trades hits with a jumping attack, its possible to jump forward and juggle it with a HK Flower Kick and follow this with a Custom Combo for major damage. However, this is very difficult to time correctly without the attack simply being beaten.

After landing a Neutral throw or crouching LK → crouching LP → standing LK → HP Sakizakura Ken, when you recover wait a second, then jump forward and immediately do a LK Flower Kick. Sakura should dive and land directly in front of your opponent just as they stand up, even though it looks like the dive from the kick might land behind them. The next time you land a combo or a throw, jump forward again, but instead do a MK Flower Kick. When you do this, Sakura will actually land behind your opponent. This trick makes it very hard to judge which side she will end up on when she lands from the dive kick, allowing you to land and go for a quick low combo that will be difficult to block.

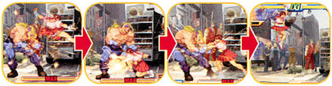
If Sakura's Sakizakura Ken Custom Combo is blocked you have a few options at your disposal. You can keep canceling into HP Sakizakura Kens to deal about 10% worth of block damage. You can also cancel a Sakizakura Ken into Sakura's → + MK to try and catch your opponent crouching and salvage some damage. It's possible to cancel a Sakizakura Ken into a crouching LP to stop yourself and go for a throw attempt. If you choose this option, you can cancel the crouching LP into crouching MK → standing HK → repeated HP Sakizakura Kens to beat any attempts to stop what your opponent thinks is a throw set up.

COMBOS

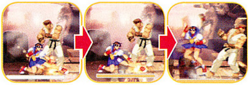
Crouching LK → crouching LP → standing LK → HP Sakizakura Ken.



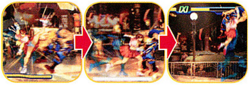
Cross up MK, crouching LP linked into a standing HP → HP Sakizakura Ken.



Crouching LK x2 → Midare Zakura.

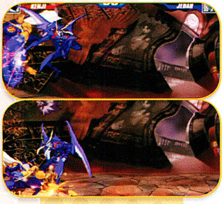


Start a Custom Combo, standing HK x4 → HP Sakizakura Ken x19 → Midare Zakura.



SUB SYSTEMS

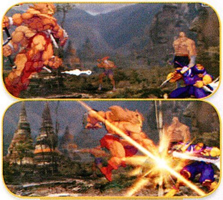
AERIAL GUARD



WHILE JUMPING HOLD ←

The Aerial Guard allows you to block your opponent's projectiles and jumping attacks while airborne. This does not apply to ground based attacks, which cannot be defended against with the Aerial Guard. In some cases if you air block a jumping attack you will land before your opponent does, allowing you to attack and combo before your opponent as they land and recover. You can do this very close to the ground against any kind of jump in attempt by jumping and blocking just before your opponent does the jump attack, a tactic that is referred to as "Chicken Blocking" in some circles.

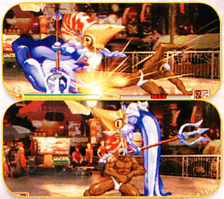
SUPER JUMP



PRESS ↓, THEN ↖, ↑ OR ↗

By tapping ↓ before you jump your character will perform a jump that travels much further then a normal jump. You can use the Super Jump for various practices, like as an easier manner to go for a cross up when far away from your opponent, or to jump over and punish a projectile attempt from further away than normal.

ROLL WAKE-UP



HOLD ← OR → AFTER BEING KNOCKED DOWN

The Roll Wake-Up maneuver is a quick defensive roll that can be done left or right after being knocked down. Your character is completely invulnerable during the roll from start to finish, so there is no risk involved in doing it. You can use this maneuver to completely throw off your opponent's wake up attack patterns and to swap positioning with your opponent. The Roll Wake-Up can also be done even after being hit by a super attack, which is a liberty that most wake up sub systems don't have. Be aware that the Roll Wake-Up is still vulnerable to Follow-Up Attacks, which hit you before your character starts to roll a direction.

Additional Roll Wake-Up frame data:

Front or back Roll Wake-Up must be performed 53 frames after landing on the ground. You may hold ← or → in advance before you touch the ground.

Roll Wake-Up durations:

Leo—32 frames total

Kenji—46 frames total

Hauzer—28 frames total

Hydron—40 frames total

DASH

TAP → → OR ← ←
QUICKLY IN SUCCESSION

The Dash is a helpful mobility option that lets you travel a fixed distance very quickly. This is especially useful for getting close to your opponent after knocking them down, or simply to gain a lot of ground quickly in any situation. You can dash forwards or backwards to quickly retreat away from or pursue your opponent.

Not every Red Earth character has the same dash. Each characters dash travels at different speeds. Some dashes can even pass over your opponent as they are lying on the ground! Below is some extra frame data concerning the length of every Red Earth characters dash.

Forward Dash

Leo—22 frames total

Kenji—20 frames total

Hauzer—24 frames total

Hydron—18 frames total (Allowed to pass through fallen, or crouching, opponents)

Back Dash

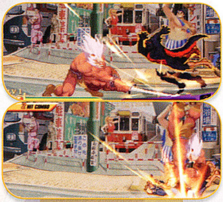
Leo—24 frames total

Kenji—41 frames total

Hauzer—27 frames total

Hydron—28 frames total

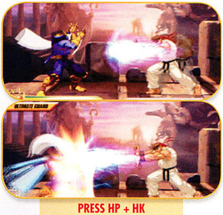
FOLLOW-UP ATTACK



PRESS ↑ + K WHEN YOUR OPPONENT HAS BEEN KNOCKED DOWN

After your opponent has been knocked down it's possible to pursue and hit your opponent while they are lying on the ground by pressing ↑ + K. This is called a "Follow-Up Attack". Follow-Up Attacks do very little damage and can be avoided with the Street Fighter Alpha "Ukemi" and the Street Fighter 3 "Quick Standing" wake up systems. Red Earth, Darkstalkers, and Street Fighter 2 characters have no choice but to take the hit, however. There is no point in not doing the Follow-Up Attack if it can't be avoided, so memorize which characters you can safely do the Follow-Up Attack against and use it after every knockdown.

ULTIMATE GUARD



PRESS HP + HK

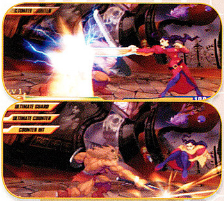
By pressing HP + HK your character will go into a defensive stance. During this period your character will block any high, low, or special attack and receive no block damage. This can be very useful when your life is low and your opponent does a super, or special, attack to try and chip away your last pinch of life. Do note that the Ultimate Guard has a heavy recovery period near the end of its blocking cycle. This maneuver is also completely vulnerable to throw attempts, which cannot be stopped while you're stuck in the Ultimate Guard stance.

Ultimate Guard Information and Data:

The Ultimate Guard can be performed while in normal block stun.

The Ultimate Guard actively starts blocking on the very first frame it is activated. This mode of defense lasts for the first 50 frames of the Ultimate Guard's 81 frame animation. The last 31 frames of the Ultimate Guard are a recovery period that is vulnerable to attack.

ULTIMATE COUNTER



WHILE BLOCKING AN ATTACK WITH ULTIMATE GUARD, ← ↙ ↓ + P

The Ultimate Counter is a reversal attack that can only be done during the Ultimate Guard maneuver. Ultimate Counters in general are very slow on start up, so in most cases they can only be used to punish blocked attacks with heavy recovery. Fortunately, they do come with lengthy invincibility periods. Although every Ultimate Counter has a different start up time, they all become vulnerable on the 2nd frame before they connect. Note that Leo and Kenji have two Ultimate Counters, one with any punch and one with any kick button.

GEM SUPER METER SYSTEM

ALEX
HIT COMBO

Every time your super meter reaches 100% you receive a Gem. You can use a stocked Gem for one of two things. One option is to press MP + MK to "Level Up" your character, which raises your character's damage output and gives you 10% of your life back. The other use is to perform a Mystic Break, which is basically just another name for a super attack. Red Earth characters come with two to three different Mystic Breaks, and some Mystic Breaks can only be used when your Red Earth character is Level 2 or 3. Whether or not it is worth your while to Level Up your character is up to you, but some characters do inherently make better use of the Level Up system, while other characters are better off using their Gems on Level 1 Mystic Breaks only.

Below is the formula for the damage increase your Red Earth character receives for each consecutive Level Up.

Level 2—5.5%
Level 3—5.25%
Level 4—5.0%
Level 5—4.75%
Level 6—4.50%

As you can see, the damage increase you receive diminishes slightly for each consecutive Level, making it less and less worth your while to keep using the Level Up for the damage increase.

However, Level Ups come with other positives, one of which is the 10% life restoration. The other positive is a small invulnerability window that you get right as you activate a Level Up. This window lasts for 19 frames of the Level Up animation's 20 frame activation period. You can use this invincibility window just as you would a super attack or a Custom Combo to go through anticipated attacks and land a combo or a throw.

RED EARTH SYSTEM OVERVIEW

Red Earth characters have a variety of mobility and defensive options at their disposal, while also having decent super meter utility options. Unfortunately, very few of these sub systems are very solid in the long run. The Red Earth super meter system suffers from the high cost of Level Ups and the lack of a substantial reward when you use them. Even after gaining access to a new super attack at Level 2 you can't use it immediately, you have to build more meter and stock another Gem. The Ultimate Guard system is also not very useful. Although the appearance of a block damage free guard system sounds interesting, the Ultimate Guard has a lot of overwhelming holes in its defense that make it a very risky maneuver to commit to. Regardless, the Red Earth universe's sub systems still have some situational uses. The Level Up system's start up invulnerability is very useful for blasting through baited attacks and landing free combos. This can be potentially devastating if you're sitting on two Gem stocks with a Mystic Break ready to use in a combo. The 10% life increase is not a bad positive for Level Up either, which ends up being a cushion for offensive Level Up attempts gone wrong.

HAUZER

Original Game Appearance:
Red Earth

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

Hauzer has a strong assortment of attack options at long and mid range. His ability to control a large portion of the screen with just normal attacks is second to none. To add to the fiery dragon's list of positives, Hauzer also has an decent assortment of simplistic close range attacks that are helpful for throw and counter hit set ups. However, Hauzer is of course very large, which makes it difficult for him to move around and avoid projectile attacks. Because of this negative, Hauzer has a world of trouble getting around Ryu, Demitri, Hydron, or Guile. As a safety measure it's best to leave the second slot on your team open for a character that can "counter" or inherently beat those types of characters, such as Rose, or most of the Street Fighter 3 cast.

ATTACKS TO KEEP IN MIND

All of Hauzer's HK attacks extend across almost the entire length of the screen. Crouching HK is especially important because it is one of the few ways he can knock his opponent down. Also, remember to keep his standing HK in mind, which is slightly faster then crouching HK, making it much more suited for general use and whiff punishing. When it comes to close range offensive options, Hauzer's standing MK packs a small window of frame advantage after it. It's possible to link after this attack with a crouching LP or LK, which can then be canceled into the Deluge Crisis. You can also use the advantage that standing MK grants for counter hit and throw set ups. As an additional option for attack, Hauzer's jumping MK is a useful cross up attack that is very difficult to block because of its very wide hit radius. Finally, jumping HP is a strange fire breath attack that bounces Hauzer backwards after it is released. This attack can be done very close to the ground (just as you leave the ground) so it can be used as a fast overhead attack.

If your opponent has you on the run, crouching MP is an ok anti air option against jump in attempts. However, outside of that one defensive measure, Hauzer depends greatly on his Tempest Fall and Deluge Crisis attacks to get opponents off of him.

BEGINNING OF THE ROUND

Take advantage of your superior range and start attacking as the round starts. Standing HP has a lot of priority from mid range, so use it often to snuff your opponent's attack attempts early. Jump straight up often and come down with a semi late HK to cover the ground and the air. Use crouching HK to catch your opponent moving around and standing HK to punish whiffed attacks. You can fire an occasional HP Volcano Breath shot and follow in behind it with a crouching HK, or an instant close to the ground jumping HP, to catch your opponent crouching. If you happen to fight against a projectile reliant opponent you're going to have a lot of trouble avoiding them. Against fast projectiles, simply jump forward over them on reaction and use an early jumping HP to hit your opponent during their recovery. This does not work against slower projectiles though, which cause Hauzer to fly backwards and land on the projectile after hitting his opponent. Your only choice against slow projectiles is to anticipate the release of one and make a blind jump towards your opponent in an attempt to land a combo. This is, of course, a risky maneuver to make.

MID GAME

Save any super meter you get for Hauzer's Deluge Crisis. Don't bother leveling up unless you have two stocks available and you want to use the Level Up invulnerability window to land a combo into a super attack. Once you have super meter you should be actively trying to make your opponent jump at you to land an anti air Deluge Crisis. Throw an occasional HP Volcanic Breath shot, then fake a shot by whiffing a crouching LP. Hopefully, this feint will make your opponent jump at you anticipating a projectile. Also, make sure to also look for opportunities to land a crouching HK, which will allow you to establish point blank range.

If you manage score a knockdown use a Deluge Assault to quickly get close to your opponent and attempt a deep cross up MK. If it hits, go straight into the combo of your choice. If it doesn't hit, land and use either a close standing MK or a throw. If close standing MK hits, link a crouching LK after it recovers and cancel into a Deluge Crisis. When standing MK doesn't hit, go for a walk up throw or do another standing MK, which will catch counter throw attempts and still allow you to be able to link a crouching LK → Deluge Crisis after it. If both standing MKs are blocked, you can link a crouching LK after the second and cancel it into a LP Volcanic Breath, which will hit late and allow you to follow it up with a free crouching HK, instant jumping HP, or a dash up throw.

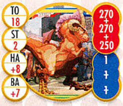
END GAME

If you have the momentum of the match going in your favor and you have a big lead, don't let up. Stay on top of your opponent and keep picking away at them. You can't afford to back away from your opponent and give them any breathing room, which could easily hand over a round to characters like Jedah that can attack Hauzer with no worries of being countered. Be sure to keep an eye on your opponent's super meter and block in-between attack patterns to bait reversal super attempts. If you don't have a lead, play like you would mid game and try to score a knockdown. Be aggressive, but cautious. Don't jump too often and slowly work your way in behind Volcano Breath shots.

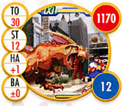
NORMAL MOVES

STANDING

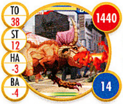
LP



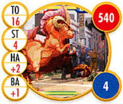
MP



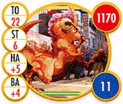
HP



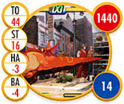
LK



MK

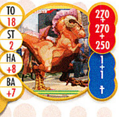


HK

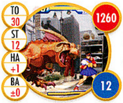


STANDING CLOSE

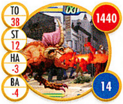
LP



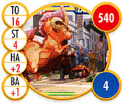
MP



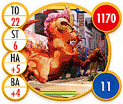
HP



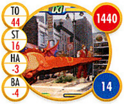
LK



MK

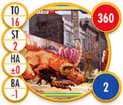


HK

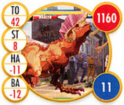


CROUCHING

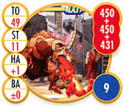
↓ + LP


TO
16
ST
2
HA
±0
BA
-1
360
2

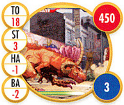
↓ + MP


TO
42
ST
8
HA
-11
BA
-12
1160
11

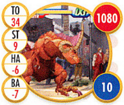
↓ + HP


TO
49
ST
11
HA
+1
BA
±0
450
+
450
+
431
9

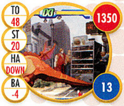
↓ + LK


TO
18
ST
3
HA
-1
BA
-2
450
3

↓ + MK

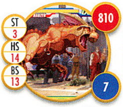

TO
34
ST
9
HA
-6
BA
-7
1080
10

↓ + HK

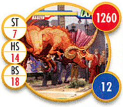

TO
48
ST
20
HA
DOWN
BA
-4
1350
13

JUMPING

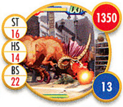
↑ + LP


ST
3
HS
14
BS
13
810
7

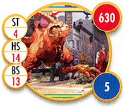
↑ + MP


ST
7
HS
14
BS
18
1260
12

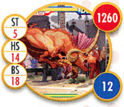
↑ + HP


ST
16
HS
14
BS
22
1350
13

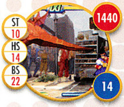
↑ + LK


ST
4
HS
14
BS
13
630
5

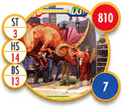
↑ + MK


ST
5
HS
14
BS
18
1260
12

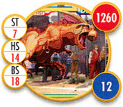
↑ + HK


ST
10
HS
14
BS
22
1440
14

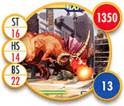
↗ OR ↖ + LP


ST
3
HS
14
BS
13
810
7

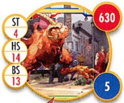
↗ OR ↖ + MP


ST
7
HS
14
BS
18
1260
12

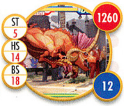
↗ OR ↖ + HP


ST
16
HS
14
BS
22
1350
13

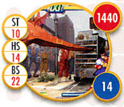
↗ OR ↖ + LK


ST
4
HS
14
BS
13
630
5

↗ OR ↖ + MK

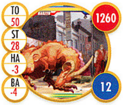

ST
5
HS
14
BS
18
1260
12

↗ OR ↖ + HK

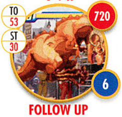

ST
10
HS
14
BS
22
1440
14

COMMAND ATTACKS

→ + MP


TO
50
ST
28
HA
-3
BA
-4
1260
12

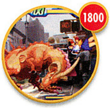
OPPONENT GROUNDED
↑ + K


TO
53
ST
30
720
6

FOLLOW UP

THROWS

LP + LK

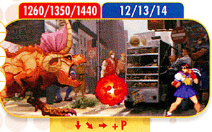


Hauzer's only throw is a mouth toss attack that throws your opponent forward the entire length of the screen. He recovers well before his opponent touches the ground, which can be used as an opening to do a MK or HK Deluge Assault to quickly cover some ground and get close.

SPECIAL MOVES

1260/1350/1440 12/13/14

ST 23
HA -3
BA -4



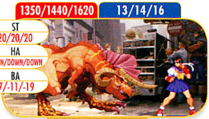
↓↘→+P

VOLCANO BREATH

Hauzer spits a ball of molten lava at his unsuspecting foe. The Volcano Breath attack is a projectile attack that arcs downward after its release. Although this attack does have a heavy start up period, from the right range Hauzer can recover before the projectile makes contact, allowing you to follow up the blocked projectile with an attack. From long range it's even possible to combo a standing HK after the projectile hits.

1350/1440/1620 13/14/16

ST 20/20/20
HA DOWN/DOWN/DOWN
BA -7/-11/-19



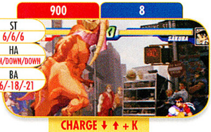
↓↘→+K

DELUGE ASSAULT

Hauzer's eyes light up with ravenous ambition and he flies forward with a violent charge attack. Unfortunately, the Deluge Assault is not safe if blocked, reducing its overall usefulness to one purpose. If you manage to dizzy your opponent from long range you can fire a MP or HP Volcanic Breath shot and immediately link a HK Deluge Assault after it. After the Deluge Assault hits, Hauzer can juggle with a MK Tempest Fall for extra damage.

900 8

ST 6/6/6
HA DOWN/DOWN/DOWN
BA -16/-18/-21



CHARGE ↓ ↑ + K

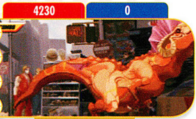
TEMPEST FALL

Lifting his chin to the heavens, Hauzer leaps into the air with a flying horn attack. The Tempest Fall is a valid anti air attack in situations where you have an adequate amount of time to get a charge. Hauzer can also juggle with this attack for one hit after landing a previous Tempest Fall, or the Deluge Assault attack.

MYSTIC BREAKS

4230 0

ST 5+4
IV 5+15
HA DOWN
BA -5



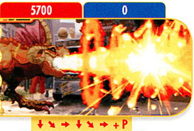
↓↘→↓↘→+K

DELUGE CRISIS

The Deluge Crisis can be used in a combo and it is verifiable off of Hauzer's standing MK → crouching LK link. It's also possible to juggle with the Deluge Crisis after a Tempest Fall in the corner or a LK Deluge Assault mid screen. Furthermore, the Deluge Crisis has invulnerability on start up, making it a useful defensive maneuver on wake up or against jump in attempts.

5700 0

ST 5+22
IV 5+15
HA DOWN
BA -40



↓↘→↓↘→+P

GUST FLAME (LEVEL 2 ONLY)

Hauzer unleashes a stream of searing flame. The Gust Flame is a powerful projectile that has an extremely long start up period with very minimal invulnerability. What's more, this attack also does not negate projectiles and is completely unsafe if blocked. With zero practical ways to combo it, and very few tactical uses, the Gust Flame's overall usefulness is reduced to an easy way to deal damage if you manage to dizzy your opponent.

CLOSE RANGE ATTACK PATTERNS

MEATY STANDING MK

If it hits:

Link crouching LK → Deluge Crisis

If it's blocked:

Counter hit standing MK linked into crouching LK → Deluge Crisis

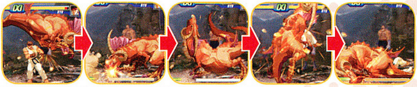
Walk up throw

TRICKS AND TACTICS

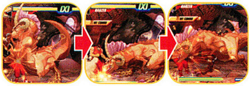
Hauzer's jump MK is a very ambiguous cross up jumping attack. By simply doing the attack at different points during a jump, this attack can deceptively hit from the front or back of your opponent. The positioning for the cross up to be effective in this manner is very specific, however. One way to set it up is simply to make your opponent block a close standing MK. After you recover from the attack immediately super jump forward and do a very late jumping MK to hit your opponent from behind. You can make jumping MK hit your opponent from the front by doing the jumping MK slightly earlier during the jump (just as Hauzer starts to drop from the apex of his jump). In either case, if jumping MK hits you can immediately link a standing LP or a crouching LK to lead into the extended combo of your choice.

COMBOS

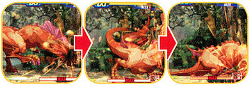
Cross up MK, crouching LK → LK Tempest Fall, juggle with another early LK Tempest Fall, when you recover do an early Follow-Up Attack.



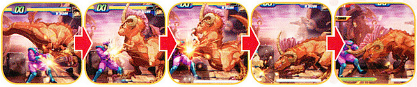
Standing MK linked into crouching LK → Deluge Crisis.



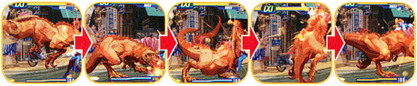
LK Deluge Assault, juggle with a late LK Tempest Assault, when you recover do a Follow-Up Attack.



Cross up MK, standing LP (3 hits), link a standing MK, then link a crouching LK → Deluge Crisis.



While your opponent is cornered, jump in HK, crouching LK → LK Tempest Fall, juggle with an early LK Tempest Fall, juggle with a late Deluge Crisis.



HYDRON

Original Game Appearance:
Red Earth

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

Your goal when playing Hydron is to keep your opponent away from you. Hydron has a plethora of projectile attacks that can control a large amount of space on screen with ease. Throwing varying patterns of projectiles and long range attacks can confuse your opponent's ability to get in close and you can ultimately score a lot of damage off of their mistakes while they are trying to close the distance.

ATTACKS TO KEEP IN MIND

Hydron's crouching kick attacks are underground tentacle moves that attack from three variable ranges; LK travels the shortest distance while HK moves the furthest. This attack can be used behind Arctic Streams to keep your opponent from trying to move around or attack after blocking the projectile. Standing HK is a long range tentacle attack that knocks down. Although a little slow on start up, this move can be used to beat anticipated jumps early before an opponent can leave the ground, or to punish mistakes from afar. For those few cases when you're near your opponent, standing LP and MP are both well rounded pokes that can be used at mid and close range. Although you won't be using it often, keep Hydron's jumping LP in mind when you attempt offense. This attack is a downward trident stab that is usable as a cross up.

Crouching MP is a great anti cross up attack. Outside of this, however, Hydron must rely on his Venom Funnel and Lighting Mast to keep his opponent off of him.

BEGINNING OF THE ROUND

Back dash at the beginning of the round and start your ranged offense. Do remember that the first projectile you throw is the riskiest, since it can always be jumped over, so cautiously keep an eye on your opponent's patterns and look for jump attempts to punish early with a HP Venom Funnel. Throw LP Arctic Streams, and follow them up with a HK Tadpole Shot the second you recover to cover the area above your opponent while applying pressure on the ground. You can loop this pattern repeatedly until your opponent throws a projectile under your Tadpole, or decides to try and move forward after blocking the Arctic Stream. You can anticipate and stop such attempts by doing an early crouching HK just after your Arctic Stream is blocked. If crouching HK hits, throw a LP Arctic Stream to meet your opponent as they stand up, and start your long range attack pattern all over again. If crouching HK is blocked, your long range offense has been "reset", meaning the recovery from crouching HK is long enough for your opponent to jump in and attack, or throw a projectile before you can. In these cases its best to look for jump attempts and hesitate throwing another projectile again until you're sure your opponent won't try to jump. If your opponent ever manages to take advantage of such an opening, and lock you down with a projectile trap, you can always sacrifice a little life and use a crouching HK, in which case you will still run into the projectile, but the crouching HK tentacle will still hit and knock your opponent down. Despite the trade you will end up with an advantage because of the knockdown, which will allow you to throw an early LP Arctic Stream to start your long range offense again.

MID GAME

Your constant ranged offense will build plenty of super meter if it goes well. Be sure to use your first Gem Stock to use a Level Up. Hydron's Strangle Spark super attack is far too damaging not to have it available when he needs it. If need be, you can use the Level Up invulnerability to go through a jump in attempt to land a free neutral throw, which will absorb your opponent's super meter. Nothing changes after leveling up, however, so keep your opponent away from you for as long as possible and keep building more meter. With another Gem stocked at level 2 Hydron becomes a real threat. The Strangle Spark super attack can be used as an early anti air attack to punish jump attempts for 60-80% damage. You can also use this attack to punish some slower whiffed normal attacks and to punish fast projectiles from just outside of mid-range (this does not work against slow moving projectiles).

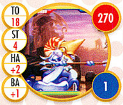
END GAME

Same as always with Hydron, if you have a lead keep playing at a distance. Be aware of super projectiles that can absorb and punish your own shots. You can hesitate slightly and block in-between projectiles to defend against immediate projectile counter attempts with supers. Make it difficult for your opponent to get close to you and drag the round out for as long as possible. If you are losing in the match, you are going to have a lot of trouble making a come back. Although the Strangle Spark is an extremely damaging super attack, it can be easily avoided if your opponent plays defensively. You don't really have any way of creating openings to land it without forcing your opponent to come to you, something they don't need to do if they have a huge lead on you. In this situation you have to take a few risks and try to land some real damage by unexpectedly moving into mid range and pestering your opponent into making a mistake that can be punished. You can quickly establish mid range by first setting a MK Tadpole Shot in front of your opponent and dashing in behind it. Abuse Hydron's standing LP and standing MP normals and use a lot of (dash up) neutral throws to absorb their meter and build your own.

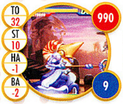
NORMAL MOVES

STANDING

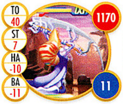
LP



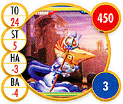
MP



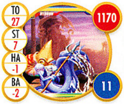
HP



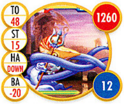
LK



MK



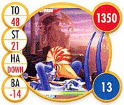
HK



STANDING CLOSE

	LP	MP	HP	LK	MK	HK
TO	18	32	40	24	27	48
ST	4	10	7	5	7	15
HA	+2	-1	-10	-3	-1	DOWN
BA	+1	-2	-11	-4	-2	-20
	270	990	1170	450	1170	1260
	1	9	11	3	11	12

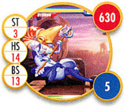
CROUCHING



	↓ + LP	↓ + MP	↓ + HP	↓ + LK	↓ + MK	↓ + HK
TO	15	30	28	48	48	48
ST	2	10	12	21	21	21
HA	+1	+2	+9	DOWN	DOWN	DOWN
BA	±0	+1	+8	-14	-9	-9
	180	1260	1260	1350	1350	1350
	1	12	12	13	13	13

JUMPING

	↑ + LP	↑ + MP	↑ + HP	↑ + LK	↑ + MK	↑ + HK
ST	6	10	12	3	6	4
HS	14	14	14	14	14	14
BS	13	22	18	13	18	22
	540	1440	1170	630	1260	1350
	4	14	11	5	12	13



	↗ OR ↖ + LP	↗ OR ↖ + MP	↗ OR ↖ + HP	↗ OR ↖ + LK	↗ OR ↖ + MK	↗ OR ↖ + HK
ST	6	10	12	3	6	4
HS	14	14	14	14	14	14
BS	13	22	18	13	18	22
	540	1440	1170	630	1260	1350
	4	14	11	5	12	13

THROWS

LP + LK

1270
↓
1635

→ + LP + LK

1800

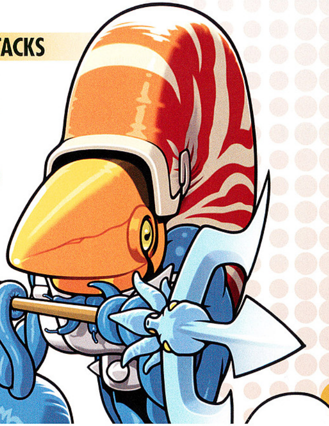
Hydron's neutral throw is extremely unique. This attack drains your opponent's super meter and adds it to your own while also doing damage. You can press the attack buttons and the left and right directional inputs on your controller rapidly to score additional hits with this attack. Hydron's → + LP + LK throw is a tentacle toss attack that does a more consistent amount of damage than Hydron's other throw.

COMMAND ATTACKS

OPPONENT GROUNDED
↑ + K

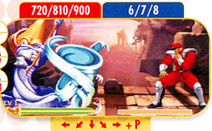
TO 72
ST 39
450
3

FOLLOW UP



SPECIAL MOVES

720/810/900 6/7/8



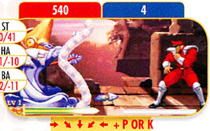
ST 17
HA -17
BA -18

← ↙ ↓ ↘ → + P

ARCTIC STREAM

The Arctic Stream is a projectile attack with average start up and recovery. This projectile is still a big part of his long range offense, despite its weaknesses. When combined with an HK Tadpole Shot you can control a significant amount of the screen with the Arctic Stream attack covering the ground.

540 4



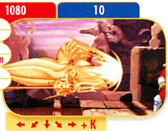
ST 40/41
HA -11/-10
BA -12/-11

→ ↘ ↓ ↙ ← + P OR K

TADPOLE SHOT

The Tadpole Shot is a stationary projectile. The punch version of the Tadpole Shot summons a Tadpole that immediately stops mid air while the kick Tadpole Shot fires the squid forward a small distance before it stops moving. For both the punch and kick version of the Tadpole Shot each button strength determines the height at which the squid will be released, LP or LK being near the ground, MP or MK summons it mid level, and HP or HK summons a squid above Hydron. The HK version of this move is especially important because of its very convenient positioning, which is directly in front of and above your opponent. This awkward placement completely shuts down your opponent's ability to jump, allowing you to throw an Arctic Stream without the fear of a jump attempt.

1080 10



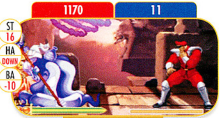
ST 9/9/9
HA DOWN/DOWN/DOWN
BA -27/-55/-83

← ↙ ↓ ↘ → + K

NOCHILLER'S ATTACK

Hydron torpedoes forward while he is engulfed in flames. You can use Nochiller's Attack in basic short range ground combos like crouching LP → standing LP → MP Nochiller's Attack. The HP version of this attack travels almost the entire length of the screen, which is somewhat useful as a method of escape from corners, if it is done at the end of a combo.

1170 11



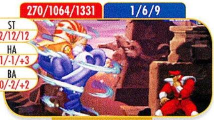
ST 16
HA DOWN
BA -10

↓ ↓ + P

VENOM FUNNEL

Hydron fires a blast of poison into the air. The Venom Funnel can be used in a limited manner as an anti air attack. If the Venom Funnel burst hits early enough, it's possible to juggle after it with the Lightning Mast super, although this is usually too inconsistent to be worth going for.

270/1064/1331 1/6/9

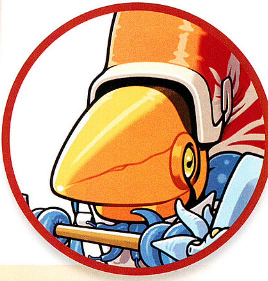


ST 12/12/12
HA +1/-1/+3
BA ±0/-2/+2

→ ↓ ↘ + K (OK IN AIR)

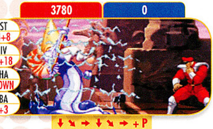
HYDRO SPINNING

Hydron leaps gracefully into the air and performs a spiraling aqua attack. The Hydro Spinning attack is safe when blocked if it hits as late as possible. However, this is generally very difficult to control because of the inconsistency of when each hit connects. The MK and HK versions of Hydro Spinning can be linked after with a crouching LP. Outside of the corner, however, you can't cancel the LP into anything that will combo. Note that this attack can be done while jumping, in which case it can be used as a cross up attack. One specific example is to make your opponent block an early jumping LK, then cancel it into MK Hydro Spinning, which flies over and hits your opponent from behind. You can additionally cancel the jumping LK into a LK Hydro Spinning instead to hit your opponent in the front. If done while jumping, this attack's ST is reduced to 2 and it can be used as a cross up.



MYSTIC BREAKS

3780 0



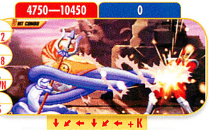
ST 4+8
IV 4+18
HA DOWN
BA +3

↓ ↘ → ↓ ↘ → + P

LIGHTNING MAST

Hydron raises his trident and generates a cage of lightning that surrounds him. The Lightning Mast is useful in defensive situations, such as an anti air attack, or as a reversal maneuver in wake up situations. This super also juggles for few hits; however, it can't really be used for extended juggle combos.

4750—10450 0



ST 4+12
IV 4+18
HA DOWN
BA -15

↓ ↙ ← ↓ ↙ ← + K

STRANGLE SPARK (LEVEL 2 ONLY)

Hydron thrusts his tentacles forward and grabs his opponent, electrocuting them with a violent shock attack. The Strangle Spark can be used to punish fast projectiles if it is done very late. You can also use this attack as an anti air maneuver if done very early. What's more, the Strangle Spark already does great damage, but the maximum amount of hits it does can be increased dramatically by pressing attack buttons and jiggling the controller left and right repeatedly. It's even possible to do over 10000 damage with just this one super attack! However, this is very difficult to do and it is not practical to attempt in most situations.

CLOSE RANGE ATTACK PATTERNS

MEATY CROUCHING LP → STANDING LP

If it hits:

Cancel the second LP into a MP Nochiller's Attack

If it's blocked:

Dash up and neutral throw your opponent.

Walk up crouching LP → standing LP

An immediate standing MP

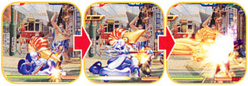
TRICKS AND TACTICS

Hydron's neutral throw can be used for a few offensive set ups that are difficult to defend against. The first is simply to use a neutral throw at mid screen and immediately do a LK Tadpole Shot as you recover, which will move towards your fallen opponent and hover over their body. After you recover from the Tadpole Shot go straight into a Follow-Up attack. Although the Follow-Up Attack won't travel fast enough to hit your opponent before they stand up, Hydron will fly towards and past your opponent just as the Tadpole Shot hits. Your opponent must block the projectile in the opposite direction as Hydron flies behind them. After you recover you have plenty of time to take advantage of the hit to land a crouching LP → standing LP → Nochiller's Attack combo. This same tactic can actually be done off of Hydron's → + LP + LK throw, but instead you throw a LP Arctic Stream instead of a Tadpole Shot. Both of these set ups are vulnerable to the Darkstalkers and Red Earth Roll Wake Up maneuver. Street Fighter 3 characters can also avoid this set up altogether, but they are still at no positional advantage if they do so. Against Street Fighter 2 characters, however, this set up still works, and Street Fighter Alpha characters cannot do an Ukemi against this set up, or they will run directly into the Tadpole Shot.

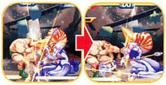
Hydron's dash can pass over, and behind, an opponent as they are lying on the ground. This can be done to confuse your opponent's blocking habits in wake up situations. One set up utilizing his dash is after landing Hydron's crouching LP → standing LP → MP Nochiller's Attack combo. When you recover, simply walk up a step and dash forward to end up behind your opponent. You can add more confusion to this set up by simply dashing forward without walking up after you land the combo, in which case you will end up in front of your opponent. Do note that this tactic can be avoided with any character type except those from the Street Fighter 2 cast. In the case of Street Fighter Alpha and Street Fighter 3 characters you can punish their Ukemi, or Quick Standing, attempts to scare them into staying grounded, allowing you to go for the dash set up freely.

COMBOS

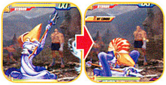
Crouching LP → standing LP → MP Nochiller's Attack.



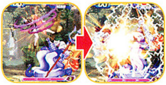
Crouching HP linked into a standing HP.



From far away throw a LP Arctic Stream, link an early crouching HK when you recover.



Do an early Venom Funnel as anti air against a close jump in attempt, juggle with a early Lightning Mast.



KENJI

Original Game Appearance:
Red Earth

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

Kenji is a fairly well rounded character that can attack from a variety of ranges. He has a myriad of useful long range attacks at his disposal and flexible close range options as well. The downside to this flexibility in attack ranges is a serious lack of damage output and defensive options. If you are using Kenji, and you gain the momentum of the match in your favor you simply cannot lose it. A Kenji player needs to outplay and out guess an opponent in a big way to score the multiple attack opportunities that are needed to win a round.

ATTACKS TO KEEP IN MIND

Kenji's crouching MK is a basic crouching kick attack that is cancelable. Aside from its already decent priority as a poke, crouching MK can be canceled into the Kagerou attack at mid range to move into point blank range behind a throw/attack mix up. Standing MP is a well rounded poke with very fast start up and recovery. Generally this attack will be your most used whiff punisher. Crouching HP is a low hitting chain attack with a huge amount of range. Despite its slow start up, this attack is practically impossible to avoid at mid range without jumping. It easily catches opponents trying to walk in and out of your attack range for a solid chunk of damage. Jumping HK is an unusual jumping gun attack that can be fired in three different directions. Despite its terrible recovery, this attack happens to beat many types of normal attack anti air options for a knockdown, making it a useful anti air deterrent.

Kenji's defensive options are unfortunately weak. Despite this, his standing MK → HK chain is a usable anti air option. Although it doesn't do much damage, you can follow up the attack with a Kagerou to get close while your opponent is still falling. Kenji's ↘ + MK is a much more consistent anti air option then MK—> HK, but it does about half as much damage.

BEGINNING OF THE ROUND

His range game is fairly strong at the beginning of the round. Start your attack right away with a crouching HP, or Kenji's standing HP → HP chain. Be very cautious when using these attacks because the heavy start up and recovery guarantees a free combo for an opponent, if they jump over one. You can use this to your advantage to bait a jump attempt by whiffing the occasional crouching LP to fake a HP and make your opponent jump prematurely, allowing you to use an anti air against them. You can jump straight up and come down with a jump HP to attack from a different angle. This is useful when jumping straight up over a projectile, or another long range attack, since Kenji gets a free hit without having to take a blind guess and jump forward over the projectile. This has the added bonus of allowing you to cover the air and react with a jump MP if your opponent happens to jump at the same time you do. Mix in the occasional LP Ichimonji and follow it up with a walk up Standing HP → HP to catch your opponent attempting to try something aggressive after blocking the dagger. Successful attacks from this range will build plenty of meter, so don't worry too much about actively whiffing attacks to do so. Be sure to save your first stock of meter for a Level Up. You can use the momentary Level Up invulnerability strategically to land a combo in situations when your opponent tries to attack you at close range. At Level 2 Kenji gets his Bakuryusho Mystic Break, which has much more use than his Jumonji Mystic Break when it comes to utility and damage dealing purposes.

MID GAME

Admittedly, Kenji has a difficult time getting close. If you want to get close you're going to need land a jumping HK, or find an opening to throw a LP Ichimonji. To land a jumping HK simply jump forward blindly against a character with normal attack anti air options. Do the jump HK at about the same time your opponent does the anti air attack to beat it clean and land a knockdown. Be very careful when using this tactic. If your opponent decides to block they can easily walk up and combo Kenji as he is recovering from the shot. In the case of following in behind a projectile, you only want to throw an Ichimonji when your opponent is either afraid to jump, or can't jump safely. A good time to throw one is after landing a ↘ + MK as anti air, or after making your opponent block a very late jump straight up HP. If in either case your opponent jumps over your shot, you can usually counter it with Bakuryusho or a ↘ + MK. You can also simply throw an Ichimonji when you know your opponent is afraid to jump after successfully countering multiple jump attempts.

If you manage to throw an Ichimonji without any problems, run behind it with either a LK or MK Kagerou. The Ichimonji will cover the majority of the dashes distance, allowing you to get close a little easier. In the case of the LK dash, you can stop the dash at any time with LK to attempt a throw, or to stop early to avoid and block a reversal. You can also go into the dash's MP overhead extension, or cancel the dash and go into a quick low combo. If you use a MK Kagerou your best option is to do a very late jump LP, or simply don't attack at all, land and either throw, or go for a low combo into a Bakuryusho (if you have a stock of super meter ready to go). Mid screen, in both cases, your opponent can do a reversal super or special attack in between the projectile and dash attack, so use the LK Kagerou's dash stop often to avoid and punish an opponent's attempt.

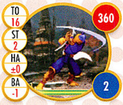
END GAME

Be weary of reversal super attempts if you have a lead. Kenji has a very low HP rating and you can't afford to take any chances if your opponent is sitting on a damaging super attack. Since Kenji has a decent range game, just sit back and throw out an occasional HP (or jump straight up HP) and play defensively. If your opponent moves in and attempts to chase you down, you can super jump over your opponent, then double jump at the peak of the jump to completely clear the screen and land at the other end. You can keep this up for a fairly long time to run down the round timer. If you don't have a lead, you have a lot of work to do. Build meter from mid to long range with repeated jumping HPs and short Kagerou dashes stopped early. When you have enough meter, purposely move in to attack and use a Level Up's invulnerability to land a combo and gain a little life back. At Level 3 you gain access to the Enmazuki, which can pave the way to a big comeback if you have enough super meter available.

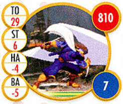
NORMAL MOVES

STANDING

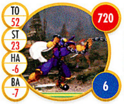
LP



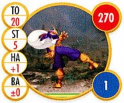
MP



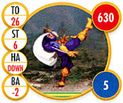
HP



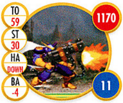
LK



MK

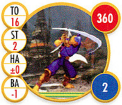


HK

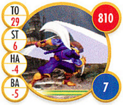


STANDING CLOSE

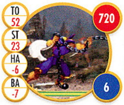
LP


TO 16
ST 2
HA ±0
BA -1
360
2

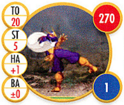
MP


TO 29
ST 6
HA -4
BA -5
810
7

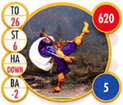
HP


TO 52
ST 23
HA -6
BA -7
720
6

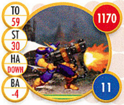
LK


TO 20
ST 5
HA +1
BA ±0
270
1

MK

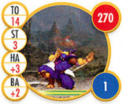

TO 26
ST 6
HA DOWN
BA -2
620
5

HK

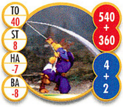

TO 59
ST 30
HA DOWN
BA -4
1170
11

CROUCHING

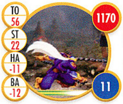
↓ + LP


TO 14
ST 3
HA +3
BA +2
270
1

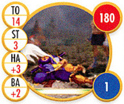
↓ + MP


TO 40
ST 8
HA -7
BA -8
540 + 360
4 + 2

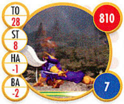
↓ + HP


TO 56
ST 22
HA -11
BA -12
1170
11

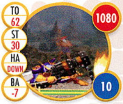
↓ + LK


TO 14
ST 3
HA +3
BA +2
180
1

↓ + MK

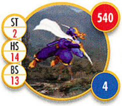

TO 28
ST 8
HA -1
BA -2
810
7

↓ + HK

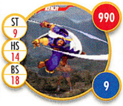

TO 62
ST 30
HA DOWN
BA -7
1080
10

JUMPING

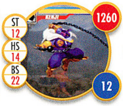
↑ + LP


ST 2
HS 14
BS 13
540
4

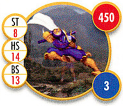
↑ + MP


ST 9
HS 14
BS 18
990
9

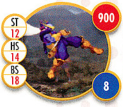
↑ + HP


ST 12
HS 14
BS 22
1260
12

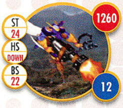
↑ + LK


ST 8
HS 14
BS 13
450
3

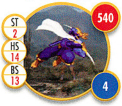
↑ + MK


ST 12
HS 14
BS 18
900
8

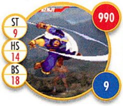
↑ + HK


ST 24
HS DOWN
BS 22
1260
12

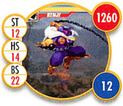
↗ OR ↖ + LP


ST 2
HS 14
BS 13
540
4

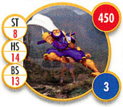
↗ OR ↖ + MP


ST 9
HS 14
BS 18
990
9

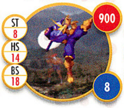
↗ OR ↖ + HP


ST 12
HS 14
BS 22
1260
12

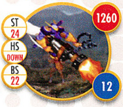
↗ OR ↖ + LK


ST 8
HS 14
BS 13
450
3

↗ OR ↖ + MK

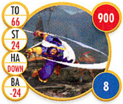

ST 8
HS 14
BS 18
900
8

↗ OR ↖ + HK

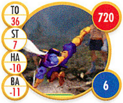

ST 24
HS DOWN
BS 22
1260
12

COMMAND ATTACKS

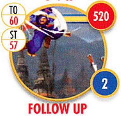
→ + MP


TO 66
ST 24
HA DOWN
BA -24
900
8

↘ + MK

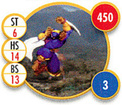

TO 36
ST 7
HA -10
BA -11
720
6

OPPONENT GROUNDED
↑ + K

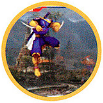

TO 60
ST 57
520
2

FOLLOW UP

↖ OR ↑ OR ↗ + LP
WHILE RISING

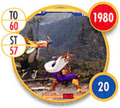

ST 6
HS 14
BS 13
450
3

PRESS ↖ OR ↑ OR ↗
DURING A JUMP TO
PERFORM A SECOND
JUMP.

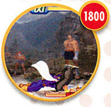


THROWS

LP + LK


TO 60
ST 57
1980
20

→ + LP + LK

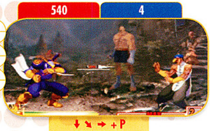

1800

Kenji's neutral LP + LK throw sets up a free meaty LP Ichimonji, allowing Kenji to start a Kagerou attack pattern after it. This throw also a good chunk of damage, which is a rarity among the throws in this game. You can also combo after this throw with a Follow-Up Attack for extra damage if your opponent doesn't do a Quick Recovery. Kenji's → + LP + LK throw is a backdrop attack that is strictly worse then his neutral throw, which already does everything Kenji could possibly need a throw to do.

SPECIAL MOVES

540 | 4

ST 19 HA -5 BA -6

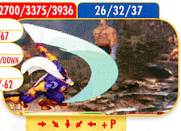


↓↘→+P
ICHIMONJI

Kenji throws a Kunai at his opponent. The Ichimonji is a slow moving projectile with heavy start up. Although it is not extremely useful as a poke because of its heavy start up time, the LP version of the Ichimonji is helpful for making it easier for Kenji to get in close to his opponent from mid to long range. For example, from long range simply throw a LP Ichimonji then immediately do Kenji's LK Kagerou right behind it. Kenji will dash directly behind the moving projectile, covering your movement from retaliation.

2700/3375/3936 | 26/32/37

ST 49/58/67 HA DOWN/DOWN/DOWN BA -70/-62/-62

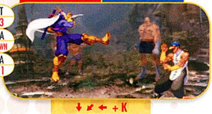


→↘↓↙←+P
RASETSU JIN

After a long pause, enji dashes forward with a multi hit cut. The Rasetsu Jin is far too slow to be worthwhile strategically. However, it does have one use. If you manage to dizzy your opponent, the HP Rasetsu Jin by itself does far more damage than any combo you can do without a super attack. This attack in fact does more damage than Kenji's level 1 or 2 super attacks. Unfortunately, the chances of him dizzying an opponent are extremely low because of his low damage output.

1080 | 10

ST 13 HA DOWN BA -11

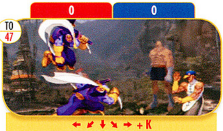


↓↙←+K
RASEN KYAKU

Kenji leaps into the air while spinning and performs a spiraling kick. The Rasen Kyaku can be used to travel over, and punish, some projectile attempts. This attack must be done early for it to completely clear the projectile. This is still his only answer to projectiles when he doesn't have super meter, so keep it in mind against projectile heavy characters.

0 | 0

TO 47



←↙↓↘→+K
KAGEROU

PRESS LP **KYUUTEISHI**
TO 1->17

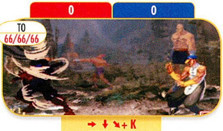
PRESS MP **BOTAN OTOSHI**
ST 1->24 HA DOWN BA -24

PRESS HP **RAKU KURUMA ATE**
ST 1->12 HA DOWN BA -14

Kagerou is a dash maneuver that creates three illusionary Kenji's that run towards your opponent. Depending on the button strength used, Kenji occupies the bottom (LK), middle (MK), or top illusion (HK). During the LK dash, where Kenji stays grounded, you have three dash specific options at your disposal. Pressing LP during the dash immediately stops Kenji's run. MP during the Kagerou cancels the dash into a leaping overhead attack. Pressing HP during the dash results in a quick body check maneuver. During the MK and HK version of the dash, Kenji is considered airborne and is allowed to cancel out of the dash with any one of his punch jumping attacks. This move is designed to confuse your opponent by forcing them to guess which illusion Kenji is actually occupying. Although this attack is completely vulnerable from start to finish, Kenji can throw a LP Ichimonji to "cover" the Kagerou and allow him to get close to his opponent with a variety of mix up options at his disposal.

0 | 0

TO 66/66/66



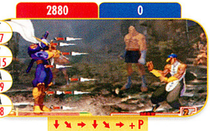
→↓↘+K
UTSUSEMI

The Utsusemi is a teleport maneuver. The LK version of this move teleports Kenji directly behind his opponent, while the MK and HK versions teleport Kenji into different positions in the air. The Utsusemi is generally far too slow to be confusing or tricky. Although the LK version is just fast enough to catch your opponent off guard occasionally, the lack of an alternate teleport location that leaves Kenji grounded makes it easy for your opponent to read this move and punish it.

MYSTIC BREAKS

2880 | 0

ST 4+7 IV 4+15 HA +29 BA +28

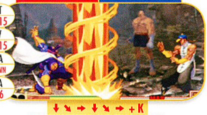


↓↘→↓↘→+P
JUMONJI

Kenji throws a barrage of eight Kunai at his opponent. The Jumonji covers a huge amount of area and leaves Kenji at a very large frame advantage after it's blocked. It's possible to combo after this move if it hits for a ton of damage. Although it does have a slow start up period, this attack allows Kenji to start one of his Kagerou patterns behind a wall of projectiles without the fear of retaliation. However, whether or not it's worth an entire stock of meter (just to have the chance to get in close to an opponent) is up to you.

3323 | 0

ST 4+15 IV 4+15 HA DOWN BA -36

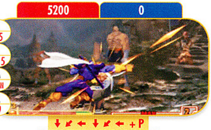


↓↘→↓↘→+K
BAKURYUSHO (LEVEL 2 ONLY)

Kenji tosses a bomb onto the ground that blows up into a giant pillar of fire. You can control the distance the bomb is thrown by pressing LK to throw it directly next to you, MK to throw it mid screen, and HK to throw it further away. The Bakuryusho is very useful in juggle combos after Kenji's standing MK. This attack can also be used as a flexible anti air maneuver, which can catch jump attempts from a multitude of different ranges.

5200 | 0

ST 4+5 IV 4+15 HA DOWN BA -19



↓↙←↓↙←+P
ENMAZUKI (LEVEL 3 ONLY)

The Enmazuki is Kenji's strongest and most flexible super for damage dealing purposes. The Enmazuki combos off of crouching LK x2, and even has a fairly large window of invulnerability that allows you to use it as a projectile counter.

CLOSE RANGE ATTACK PATTERNS

MEAT Y CROUCHING LK → CROUCHING LP

If it hits:

Chain the crouching LP into crouching LP → crouching HP

If it's blocked:

Crouching LP → crouching HP

Walk up Crouching LK → crouching LP → crouching HP

Walk up throw

Cancel the crouching LP into a LK Kagerou → Botan Otoshi

TARGET COMBOS

Any light attack → any medium attack

Standing HP → HP

Standing MK → HK

LP → standing HP

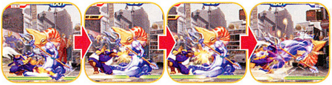
LP → crouching HP

TRICKS AND TACTICS

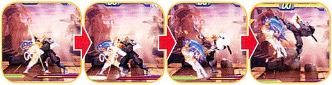
Expanding a little on the LP Ichimonji → Kagerou capabilities, Kenji's neutral throw (LP + LK) perfectly sets up a meaty LP Ichimonji. The spacing for the set up is so perfect in fact that after throwing the Ichimonji Kenji can do a MK Kagerou, then combo a late jumping LP after the Kunai hits, meaning there are zero gaps in this version of the set up. Other versions of the tighter Ichimonji → Kagerou attack pattern can be done if the last hit of Kenji's crouching LK → crouching LP x2 → crouching HP combo knocks your opponent into a corner from mid screen. Just like after the throw set up, simply toss a LP Ichimonji as soon as possible, then follow it in with a Kagerou. In both cases Kenji can do either a LK or MK Kagerou to follow Bold Issue the Ichimonji in for a variety of set ups, however, in these situations when the attack after the Ichimonji is guaranteed, its best to use the MK Kagerou set ups. If you do a MK Kagerou either do a super late jumping LP into the combo of your choice, or don't do anything during the dash, then land and go straight into a throw or crouching LK → crouching LP → crouching HP. Unfortunately, this set up is weak to a variety of wake up recovery sub systems, mainly the Darkstalkers and Red Earth Roll Wake-Up. In the case of other wake up sub systems, you can punish their attempts and scare them into not doing the maneuver to successfully set up this pattern up.

COMBOS

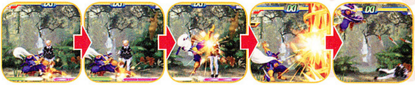
Crouching LK → crouching LP x2 → crouching HP.



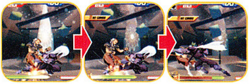
Standing LP x2 → standing MK → HK.



Crouching LK x2 → standing MK, juggle with a early Bakuryusho, when you recover use a Follow-Up Attack to hit your grounded opponent.



Crouching LK x2 → Enmazuki.



LEO

Original Game Appearance: Red Earth

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

Leo is a monster at mid range. He has a wide assortment of fantastic normal attacks that extend very far in front of him. What's more, Leo has simple, but damaging, close range options that make it easy for him to deal lot of damage off of a basic throw or a combo mix up. Your goal should be to move into a mid range, out poke your opponent, and frustrate your opponent into making a mistake that will allow you to land a knockdown and a chance to get in close.

ATTACKS TO KEEP IN MIND

Before we get started, it's important to be aware that many of Leo's jumping and crouching attacks do variable types of damage depending on how close he is to his opponent. The first damage number indicates the close version and the second indicates the long range damage. Although this applies to Leo's standing attacks as well (because of the two separate normal attack categories), close range and far standing normal attacks, these two fields cover the close range damage and far standing damage differences.

Leo's crouching MK is long range sword poke that has a small amount of frame advantage after it when blocked. Its massive range allows him to attack without fear from well outside of his opponent's attack range. The frame advantage also helps keep you ahead while poking, allowing you to follow up crouching MK with another poke without huge gaps in your offense. It's also possible to link after this attack when close with a standing LK, which is helpful for some combos. Leo's standing HP → HP chain is very useful for punishing whiffed attacks for solid damage. You can also use this chain to bait attack attempts by purposely whiffing it outside of attack range, then going straight into the follow up HP to hit your opponent as they try to punish your whiffed HP. Jumping LP is a horizontal stab attack that stays out the entire duration of his jump. This attack can be used to completely cover the air during upward jumps, shutting down an opponent's mobility options. Also, keep jumping LK in mind when jumping forward. Its steep downward angle makes it very difficult for your opponent to use an anti air attack against it efficiently.

For defensive situations, crouching HP is a great anti air attack with a big hit radius. Do remember that this attack has an especially long recovery period which leaves you with no real attack advantage if it hits.

BEGINNING OF THE ROUND

At the start of the round Leo is in a good position to start attacking. Use crouching MK as your main poke of choice. Crouching MP is highly vulnerable to jump in attempts, so be sure to actively look for one. You can throw in an occasional standing MP in-between crouching MKs to catch anticipated jump attempts early, or do a late crouching HP to beat a baited jumping attack. Also, remember to punish whiffed attacks with an early crouching HK or a late standing HP → HP chain. If your opponent is keeping you out with a heavy projectile offense, jump straight up over anticipated projectiles to reset their projectile assault and avoid block damage. At mid range it's possible to use an Ultimate Guard against a projectile and punish its recovery with Leo's kick Ultimate Guard counter. This must be done very quickly and does not work against projectiles with fast recovery. Even in the case of faster projectiles, you can still use this tactic to keep your opponent from following up their blocked projectile with a secondary attack, like another projectile.

Use the first Gem stock you obtain to Level Up strategically. Aside from Leo's Level 2 Giga Driver super being more useful to him than his Hercules Rush, you can use the level up activation invulnerability to fly through an anticipated attack and land a Gaia Driver.

MID GAME

If you manage land a knockdown or establish pointblank range, Leo's Chronos and Achilles Rush are both useful for wake up attack patterns. Simply walk up and go for either a HP Gaia Driver or crouching HP → ↓ ↘ → + HP. Whether or not the shoulder tackle hits doesn't matter, either press PP to go into the Chronos Rush overhead attack or press KK to go into the Achilles Rush low attack. You can add further confusion to this by not doing either variation and simply going straight into a Gaia Driver as you recover from the tackle. Both the Chronos and Achilles Rush can be used to beat counter throw attempts if your opponent anticipates a Gaia Driver. As an alternate method of attack, when you have a Gem stock available, close standing HK can be linked after with standing LK → Hercules Rush. If the standing HK is blocked you can follow up the blocked attack with a HP Giga Driver, or standing HP → HP to beat a counter throw attempt.

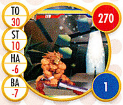
END GAME

If you have a big lead, and your opponent has a stock of super meter ready, move back out to mid/long range and cautiously poke away at your opponent. Keep your opponent out and try to end the round with a few successful hits. Without a lead you have some catching up to do. Patiently move into attack range and poke away. Leo doesn't have many solid ways to build meter without attacking, so be aggressive. Keep an eye on your super meter and try to save up 2 Gem stocks, which could lead to a win with a well placed Level Up straight into a Giga Driver.

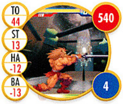
NORMAL MOVES

STANDING

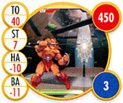
LP



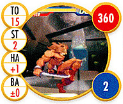
MP



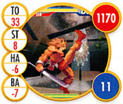
HP



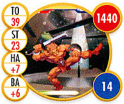
LK



MK

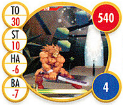


HK

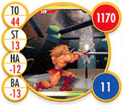


STANDING CLOSE

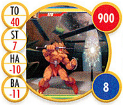
LP


TO 30
ST 10
HA -6
BA -7
540
4

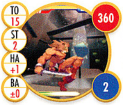
MP


TO 44
ST 13
HA -12
BA -13
1170
11

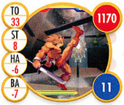
HP


TO 40
ST 7
HA -10
BA -11
900
8

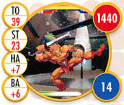
LK


TO 15
ST 2
HA +1
BA ±0
360
2

MK


TO 33
ST 8
HA -6
BA -7
1170
11

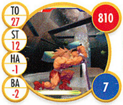
HK


TO 39
ST 23
HA +7
BA +6
1440
14

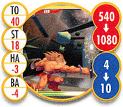
CROUCHING

Many of Leo's crouching attacks do variable types of damage depending on how close he is to his opponent. The first damage number indicates the close version and the second indicates the long range damage.

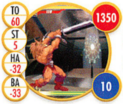
↓ + LP


TO 27
ST 12
HA -1
BA -2
810
7

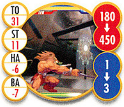
↓ + MP


TO 40
ST 18
HA -3
BA -4
540 ↓ 1080
4 ↓ 10

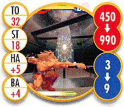
↓ + HP


TO 60
ST 5
HA -32
BA -33
1350
10

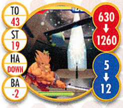
↓ + LK


TO 31
ST 11
HA -6
BA -7
180 ↓ 450
1 ↓ 3

↓ + MK


TO 32
ST 18
HA +5
BA +4
450 ↓ 990
3 ↓ 9

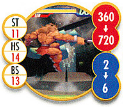
↓ + HK


TO 43
ST 19
HA DOWN
BA -2
630 ↓ 1260
5 ↓ 12

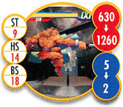
JUMPING

Many of Leo's jumping attacks do variable types of damage depending on how close he is to his opponent. The first damage number indicates the close version and the second indicates the long range damage.

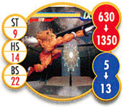
↑ + LP


ST 11
HS 14
BS 13
360 ↓ 720
2 ↓ 6

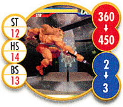
↑ + MP


ST 9
HS 14
BS 18
630 ↓ 1260
5 ↓ 2

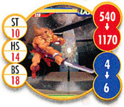
↑ + HP


ST 9
HS 14
BS 22
630 ↓ 1350
5 ↓ 13

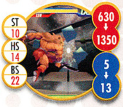
↑ + LK


ST 12
HS 14
BS 13
360 ↓ 450
2 ↓ 3

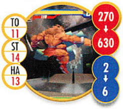
↑ + MK


ST 10
HS 14
BS 18
540 ↓ 1170
4 ↓ 6

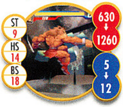
↑ + HK


ST 10
HS 14
BS 22
630 ↓ 1350
5 ↓ 13

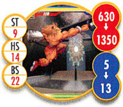
↗ OR ↖ + LP


TO 11
ST 14
HA 13
270 ↓ 630
2 ↓ 6

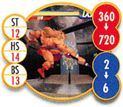
↗ OR ↖ + MP


ST 9
HS 14
BS 18
630 ↓ 1260
5 ↓ 12

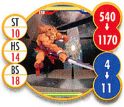
↗ OR ↖ + HP


ST 9
HS 14
BS 22
630 ↓ 1350
5 ↓ 13

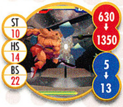
↗ OR ↖ + LK


ST 12
HS 14
BS 13
360 ↓ 720
2 ↓ 6

↗ OR ↖ + MK

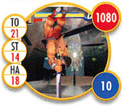

ST 10
HS 14
BS 18
540 ↓ 1170
4 ↓ 11

↗ OR ↖ + HK

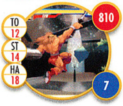

ST 10
HS 14
BS 22
630 ↓ 1350
5 ↓ 13

COMMAND ATTACKS

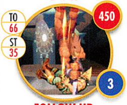
WHILE JUMPING ↓ + MK


TO 21
ST 14
HA 18
1080
10

WHILE JUMPING ↑ + MP

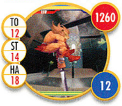

TO 12
ST 14
HA 18
810
7

OPPONENT GROUNDED, ↑ + K


TO 66
ST 35
450
3

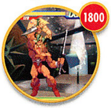
FOLLOW UP

WHILE JUMPING ↓ + HK


TO 12
ST 14
HA 18
1260
12

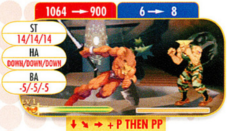
THROWS

LP + LK



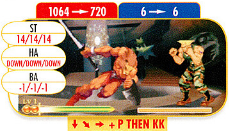
Leo only has one normal throw (a quick ground toss), which plants your opponent directly next to you. Although it is a decent normal throw, chances are you won't be using it over Leo's Gaia Driver often.

SPECIAL MOVES



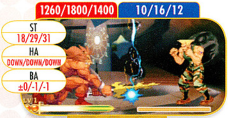
↓ ↘ → + P THEN PP
CHRONOS RUSH

Leo charges forward with shoulder blast, then slashes downward with an overhead attack. The Chronos Rush is technically two separate attacks, the shoulder tackle (↓ ↘ → + P), then the overhead slash (PP during the shoulder tackle). The slash attack at the end of the shoulder tackle doesn't actually combo. However, because the shoulder tackle opening attack leaves Leo in the perfect position to go for a Gaia Driver after it recovers, you can use the overhead attack extension to beat throw counter attempts. This is especially useful when use in combination with Leo's Achilles Rush, which is a low attack extension after the initial tackle.



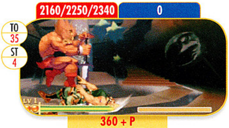
↓ ↘ → + P THEN KK
ACHILLES RUSH

Just as with the Chronos Rush, the Achilles Rush is two different attacks back to back. The first hit of the Achilles Rush is the same shoulder attack that the Chrono Rush uses. However, the Achilles Rush extension is a low attack, which can be used in combination with the Chronos Rush to confuse your opponent's blocking habits.



→ ↓ ↘ + P
MARS SLASH

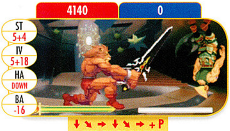
Leo's blade emits one of three elements (lightning, ice, and fire) and he swings it violently at his foe. The LP version of the Mars Slash is a lightning based sword attack that can be used in a combo off of crouching HP. His MP Mars Slash is an ice based sword attack that must be blocked standing. The same goes for Leo's HP Mars Slash, which is a flaming sword attack that must also be blocked while standing. None of the Mars Slash attacks are overly useful to Leo, although the MP version can possibly catch your opponent off guard when it is used at an unsuspecting time.



360 + P
GAIA DRIVER

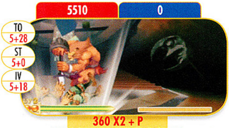
Leo grabs his opponent and spirals into the air to deliver a spinning pile driver attack. The Gaia Driver is fast command throw maneuver with above average grabbing range. You can use the Gaia Driver for tick throw attempts from much further away than other throw attacks.

MYSTIC BREAKS



↓ ↘ → ↓ ↘ → + P
HERCULES RUSH

With the strength of a hero, Leo rushes forward with a barrage of slashes. The Hercules Rush is a high damage Mystic Break that can be used in a combo with any of Leo's cancelable attacks. Although Leo has to rely on difficult links to verify and combo into this super, it is still Leo's only super attack that can be used in a combo and shouldn't be ignored.



360 X2 + P
GIGA DRIVER (LEVEL 2 ONLY)

The Giga Driver is an upgraded version of the Gaia Driver. Leo's Giga Driver gives you a big damage option off of a throw attack; something that gives Leo's close range attack options a big boost. This Mystic Break also has some invulnerability on start up, making it useful as a wake up defensive maneuver.

CLOSE RANGE ATTACK PATTERNS

MEATY STANDING HK OR CROUCHING MK

If it hits:

Link standing LK → Hercules Rush

If it's blocked:

Counter hit standing HP → standing HP chain

Do a HP Gaia Driver after your opponent leaves block stun.

MEATY STANDING LK

If it's blocked:

Do HP Gaia Drive after your opponent leaves block stun.

Crouching HP → LP Mars Slash

TRICKS AND TACTICS

Leo's ↓ + MK while jumping command move is a strange downward stab attack with useful offensive applications. For one, this is his only worth while close range jumping attack. If you happen to jump towards your opponent from fairly close, you can make them block a ↓ + MK to set up a throw or combo attempt afterwards. More importantly, however, is this attack's ability to cross your opponent up just as Leo flies over his opponent's head. One almost guaranteed way to set up this cross up is to land Leo's Hercules Rush super attack. After the last hit of the super knocks your opponent away, dash forward one time, take a long step forward, then jump forward and hit ↓ + MK at the peak of your jump to nail your opponent in the back. You can mix this up a little bit by dashing forward after the super hits and walking forward a little bit less before the jump, which will cause the ↓ + MK to hit the front of your opponent. In either case you can link a standing LK → Hercules Rush after the stab hits for ok damage or you can simply set up a mix up pattern after landing if it ends up being blocked. Remember that Darkstalkers and Red Earth characters can avoid this set up completely by doing a Roll-Wake Up, which is still possible even if you hit your opponent with a super attack.

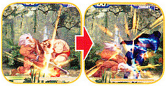
TARGET COMBOS

Standing HP → standing → HP

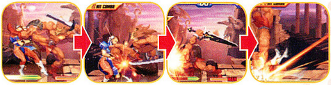
Crouching HK → crouching HK

COMBOS

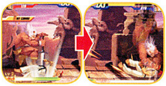
Crouching HP → LP Mars Slash.



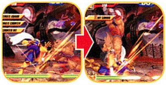
Standing HK linked into a late standing LK → Hercules Rush, immediately do a Follow-Up Attack when you recover.

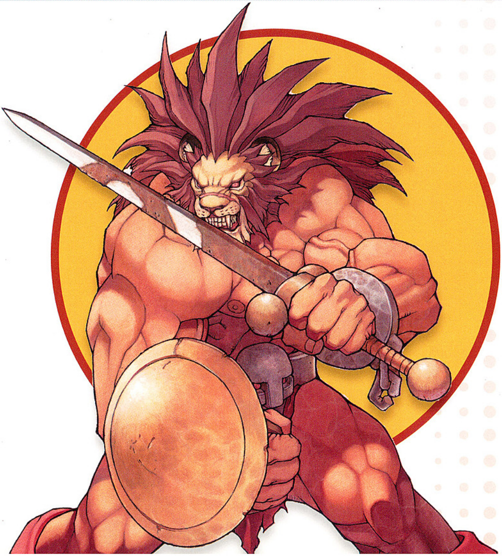


Do a Giga Driver, when you recover immediately do a Follow-Up Attack.



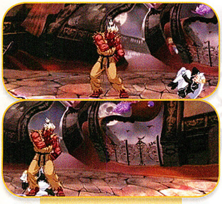
Land Leo's Kick Ultimate Guard Counter then immediately do a Follow-Up Attack.





SUB SYSTEMS

ROLL WAKEUP



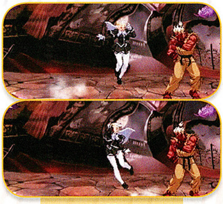
WHEN GROUNDED, HOLD → OR ← ON THE CONTROLLER

Roll Wakeup is similar to the Darkstalker's-style wake-up, but actually rolls at the end. After you are knocked down, you have three basic options. Holding forward will make you roll forward on the ground, then spring up, while holding back will cause you to roll in the opposite direction. Inputting no controller motion on wake-up will allow the character to stand straight up recover from there. Using Roll Wakeup will allow you to get far away from an opponent and free you from having to guess which direction to block a cross up. Below are the frames required to perform the Roll Wakeup:

Roll Wakeup (Forward)—64 frames total / 64 invincible

Roll Wakeup (Backwards)—59 frames total / 59 invincible

DASH



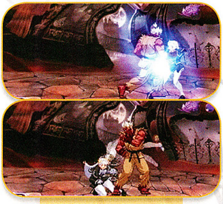
→ → OR ← ←

Dashing is the ability to move forward quickly. At any time while you are on the ground, but not knocked down, press forward twice to hop forward, and press back twice to hop backwards. Most dashing in Capcom Fighting Evolution doesn't give you any invincibility, but you can still get places quickly via a few successful hops in a row. Below are the frames required to dash when in combat:

Forward Dash—23 frames total

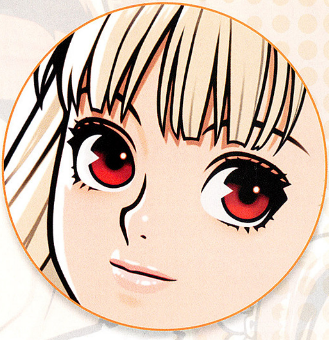
Back Dash—27 frames total

GUARD CANCEL

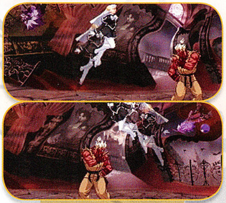


WHEN BLOCKING, → OR ← + MP + MK

In Capcom Fighting Evolution, Guard Cancel is the ability to block an attack, then during the blocking animation, roll forward or backwards. This is extremely useful when you when a big power move has block stun and you want to get out of it immediately. Using the Guard Cancel feature will cost you one stock of super meter to perform.



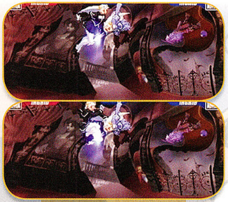
SUPER JUMP



↓, THEN ↗/↑/↖ HOLD

Super jump is an option that allows you to jump higher and farther than a normal jump. This allows you to perform cross up combos from further away and have an easier time when jumping over projectiles. You're in the air for quite a while, so be wary of the increased time that you give to an opponent to pulverize you with an anti air attack.

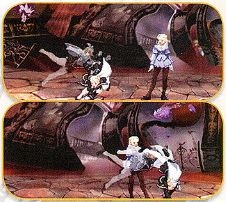
MID AIR COUNTER



HOLD ← IN AIR

Mid Air Counter, which is also known as "air blocking," is a great tool to have if you find yourself using many jumping attacks. Mid Air Counter prevents you from being hit in the air by most attacks. It is not as powerful as blocking on the ground, however. Most super attacks will still be unblockable while you are in the air. Additionally, you are also unable to air block immediately before you land from a jump.

WRAP AROUND



MP + MK

Wrap Around is more commonly referred to as "rolling." Characters with this ability perform a mostly invincible roll that is only vulnerable at the end. Wrap Around is great for avoiding projectiles, or as a safe way to get next to your opponent in a hurry. In previous Capcom titles, there was a glitch-involving Wrap Around called roll canceling. This glitch still exists in Capcom Fighting Evolution, but no invincibility frames are awarded to special moves when they are roll cancelled. Listed below are the frames it takes to complete a wrap around attack:

Ingrid—36 frames total / 30 invincible

Shin Akuma—33 frames total / 27 invincible then 2 invincible high (vulnerable low)

CAPCOM FIGHTING EVOLUTION SYSTEM OVERVIEW

With so many combined options, the Capcom Fighting Evolution fighting system has many advantages. This system has approximately one option from each of the other fighting styles, which combine into a deadly force. Wrap Around is one of the best safe moves to get in close to do damage, or to throw the opponent. Having options to recover from being knocked down also makes it a lot easier to avoid getting crossed up. In addition, with the ability to use Mid Air Counter to block in the air, you can feel relatively safe about jumping in at an opponent with a normal, or super jump.

INGRID

Original Game Appearance:
Capcom Fighting Evolution

COSTUME

ALTERNATE COSTUME

VAMPIRE VICTIM

MUMMY VICTIM

GENERAL STRATEGY

Ingrid's success is entirely based on her range from an opponent. When in close, she's great. From mid-screen, she's fine—good at chipping and keeping an opponent grounded. Far away, however, is not where you want to be. She only has one move that will connect at full screen distance and it costs the price of a super meter. Since she is built to fight from close range to mid-screen, learn to keep your opponent off balance with her various Sunshot angles.

ATTACKS TO KEEP IN MIND

Use Ingrid's crouching HP to push an opponent out a bit farther than sweep distance if you are not doing so well up close, and keep them at mid-screen with her Sunshots. They dissipate at different ranges, depending on the punch used to toss them. The Sunrize should be used to get in close and stay there. Use it carefully, however, as a whiff or block from a poorly timed Sunrize could mean hospitalization for Ingrid. If your opponent is insistent on jumping past your Sunshots, pop out a quick Sun Arch as a sweet anti air. It knocks them down just outside of her sweep distance, enabling her to start chipping away with more Sunshots immediately. Use the Sun Dive for mobility, and to propel you within striking distance. Finally, if you can bait them into an obvious attack, have a Sun Upper or a Sun Lower ready at a moments notice.

DEFENSIVE SITUATIONS

Ingrid is made for two things: point blank fighting, and anti air attacks. Ingrid's anti air game is one of the best, and she can stifle air attacks at almost any distance short of full screen. Her counters (Sun Upper and Sun Lower) can also be effective if used sparingly. If they're anticipated, you will end up on the wrong end of a special or super. Poke carefully, and you will keep an opponent cowering with the relentless assault that she can put together. Overall, Ingrid's best defense is a hard offense.

BEGINNING OF THE ROUND

When the round first starts, immediately throw a MP Sunshot at your opponent. If they jumped to begin the fight it will take them down, and if they threw a projectile it will nullify that option too. Get in close and see if you can begin an assault and counter game. On occasion, stop suddenly and go into a Sun Upper, or Sun Lower, to catch them in an attempt to counterattack during a lull in the action. When you are able to connect with a Sun Upper, or Sun Lower, it pops them high into the air and makes them vulnerable to a juggle with nearly everything Ingrid has at her disposal. Build meter steadily and work in as close as possible until either they lose or you need a breather.

MID GAME

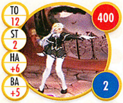
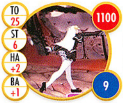
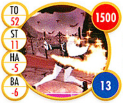
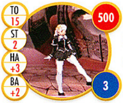
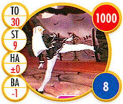
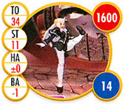
Mid-round is where Ingrid truly shines. By now, you should have at least one level of super meter, making any opponent cautious about your mid-range game. Use that to your advantage with a barrage of Sunshots. If you're in close and you knock them down, give them a weak Sunshot early so that it hits them as they rise, so you can gain a frame advantage off of the hit stun. There is also the possibility of a (→ + MP) done early as they get up, which can be linked into a crouching LK, and followed up with a Sunshine. Keep focused on her block damage, chipping, and anti air abilities to force opponents into a ground game. If your opponent is used to jumping a lot, then Ingrid will be a tough fight for them to handle. Milk her anti air abilities for all they're worth to chip at your opponent. If you can, build up meter to level three in case you're forced out of Ingrid's comfortable attack range. You'll need the meter for the Sun Delta, the one move you have that will still be effective from full screen.

END GAME

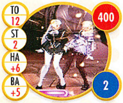
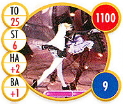
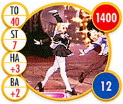
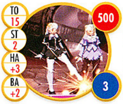
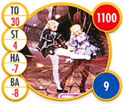
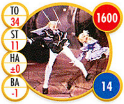
When her foe is low on life, try to put the round to bed by whatever means available to you. If you are in close, go for a Sunburst, as you can combo into it easily. If forced to play the mid-range game, try to bait a missed move that you can counter with a Sunburst. However, if you are forced to hover around the edge of the screen, wait for your opponent to throw a projectile that's keeping you out and punish it with a Sun Delta.

NORMAL MOVES

STANDING

		TO	ST	HA	BA		
LP		12	2	+6	+5	400	2
MP		25	6	+2	+1	1100	9
HP		52	11	-5	-6	1500	13
LK		15	2	+3	+2	500	3
MK		30	9	±0	-1	1000	8
HK		34	11	±0	-1	1600	14

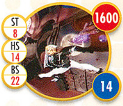
STANDING CLOSE

		TO	ST	HA	BA		
LP		12	2	+6	+5	400	2
MP		25	6	+2	+1	1100	9
HP		40	7	+3	+2	1400	12
LK		15	2	+3	+2	500	3
MK		30	4	-7	-8	1100	9
HK		34	11	±0	-1	1600	14

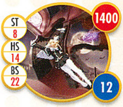
CROUCHING

	↓ + LP	↓ + MP	↓ + HP	↓ + LK	↓ + MK	↓ + HK
TO	16	25	49	17	24	43
ST	3	8	9	4	4	10
HA	+3	+5	-4	+3	+1	DOWN
BA	+2	+4	-5	+2	±0	-11
	300	900	1300	200	800	1200
	1	7	11	1	6	10

JUMPING

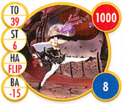


	↑ + LP	↑ + MP	↑ + HP	↑ + LK	↑ + MK	↑ + HK
ST	3	4	8	3	6	8
HS	14	14	14	14	14	14
BS	13	18	22	13	18	22
	600	1300	1500	500	1300	1600
	4	11	13	3	11	14

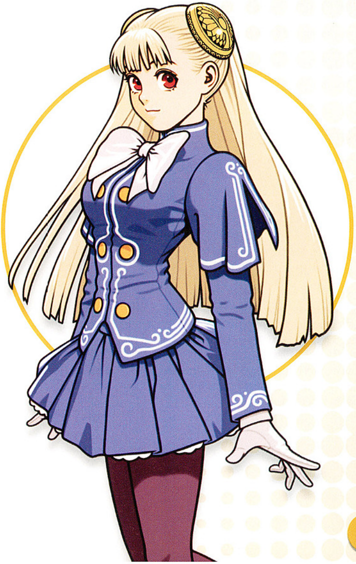


	↗ OR ↖ + LP	↗ OR ↖ + MP	↗ OR ↖ + HP	↗ OR ↖ + LK	↗ OR ↖ + MK	↗ OR ↖ + HK
ST	3	3	8	3	6	8
HS	14	14	14	14	14	14
BS	13	18	22	13	18	22
	500	1200	1400	500	1300	1400
	2	10	12	2	11	12

COMMAND ATTACKS



	→ + MP	→ + MK	↘ + MK
TO	51	39	35
ST	21	6	7
HA	±0	FLIP	-7
BA	-1	-15	-8
	800	1000	600
	6	8	4



THROWS

LP + LK

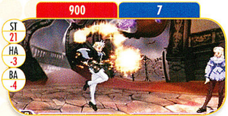
2037

→ / ← LP + LK

2000

Ingrid's neutral throw is a great way to surprise an opponent. By pressing buttons rapidly, you can add more damage at the last second. This by far is better than her other two throws, but if you need positioning, use the directional throws to put an opponent in the corner.

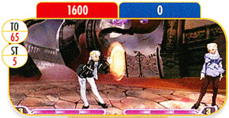
SPECIAL MOVES



↓↘→ + P

SUNSHOT

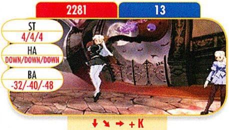
The Sunshot travels upwards at about a 45 degree angle, and is perfect for knocking down a jumping opponent. The distance it goes before it vanishes, however, depends on which punch button is used to perform the move. Use it often to gain meter, but avoid throwing the MP and HP Sunshot at a ducking opponent or it will go over an opponent's head.



↓↙← + P

SUN UPPER

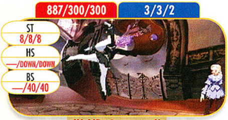
The Sun Upper is a counter move. It causes no damage at all, unless your opponent is foolish enough to put a limb out into it. Use it as part of her anti air tactics in case a Sunshot won't cut it as an option. If you miss time it, however, you might be in for a pounding.



↓↘→ + K

SUNRIZE

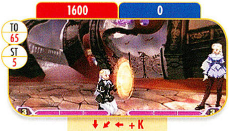
The Sunrize is yet another good anti air move. It charges forward a short distance with a short hop—helping her to avoid a sweep—before booting them with a knockdown flip kick. The Sunrize is useful for getting in close, or as an anti air. This attack can be very risky if it is used too much, so use it, but use it wisely.



IN AIR, ↓↙← + K

SUN DIVE

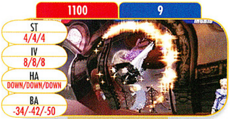
Use the Sun Dive to achieve air superiority over your opponent. It helps Ingrid get close, so if you find yourself pinned, a quick jump into Sun Dive should get you in close enough to knock some sense into your target. Ingrid's LK Sun Dive goes straight down and can be used to drill an opponent's head or to reach the ground quickly. For maximum effect, try using it as a juggle as well, especially following a Sun Upper, or Sun Lower.



↓↙← + K

SUN LOWER

The Sun Lower is a bit different. This move should be used if you notice that your opponent likes to try and hit you with low pokes. Ingrid's ground-based game isn't a strong suit, so use this to make an opponent reconsider throwing out quite so many trips and crouching normals.

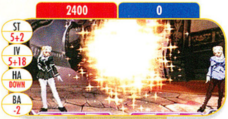


→↓↘ + K

SUN ARCH

The Sun Arch is your typical anti air attack. Ingrid throws her leg up into the air and takes out whatever might be there. This is perfect for slapping down jumping opponents, or for adding on to the end of a combo. The HK version of this move will leave you wide open, so use the LK version to minimize your exposure.

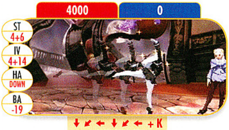
SUPER ARTS



↓↘→↓↘→ + P

SUNBURST

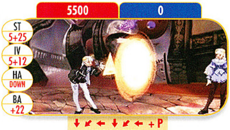
Ingrid's supers are the best part of her ground game, and the Sunburst is perfect for stuffing moves at mid-screen range. It starts out small, but expands to take up a good half of the screen's height, thereby preventing jumping attacks. Use this when you want to cause fast damage, but remember the time it takes to reach your opponent. Performing the Sunburst takes only one stock of super meter.



↓↙←↓↙← + K

SUNSHINE

Ingrid's Sunshine is her only super attack that involves her physical body, and is easy to combo into. Something as minor as a crouching LK can lead into it, as it speeds her across the screen at a rapid clip. Use this super when in close because it has the best start-up time of any of her supers. If you're playing Ingrid effectively, this will be the super you rely on most often, as you should be in close for most of the fight. Ingrid's Sunshine requires two stocks of super meter.



↓↙←↓↙← + P

SUN DELTA

The Sun Delta is a move you must learn to use at the proper time. It hits from close (LP), mid-screen (MP), or far away (HP). Remember that it's a one shot deal, because it drains your entire super bar. The best time to use the Sun Delta would be when your opponent misses a move, or when you are stuck at full screen and unable to get close. Use the Sun Delta to finish a challenger off, but don't expect to be able to juggle them after pulling it off—Ingrid stays "locked" until the move's animation is finished. Ingrid's Sun Delta takes a full three stocks of super meter.

CLOSE RANGE ATTACK PATTERNS

CROUCHING LK X2

If it hits:

Cancel the second crouching LK into Ingrid's Sunshine.

If it's blocked:

Counter hit crouching MK

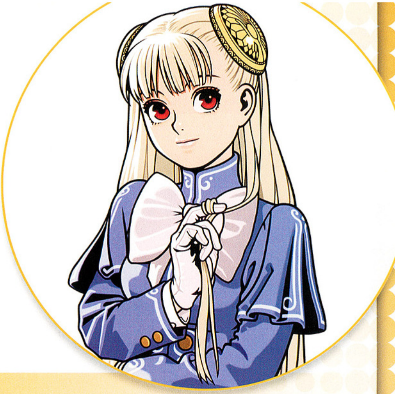
Go straight into Ingrid's → + MP overhead

Walk up throw.

Walk up crouching LK x2 → Sunshine

Dash forward to end up behind your opponent, then go for crouching LK x2 or a throw.

Immediately jump forward and go for a cross up HP



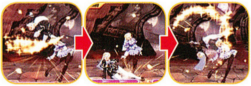
TRICKS AND TACTICS

Ingrid's Sunburst super attack has other uses aside from being a decent anti air attack. Although it's a costly use of super meter, you can use this projectile at the beginning of an interesting attack against opponents waking up from being knocked down. For example, if you manage to punish a whiffed normal attack with Ingrid's crouching HK at mid-range, immediately do a HP Sunburst when you recover. Then, dash forward one time as soon as you're able to do either Ingrid's → + MP overhead attack, or a crouching MK, to meet your opponent as they stand up. Just after either of the attacks hit, the Sunburst projectile will explode directly behind your opponent, comboing after your attack, and knocking your opponent down. It's possible to trade out the → + MP overhead attack with an instant jumping MK (Do a forward jumping MK at the absolutely first second you leave the ground) against larger characters.

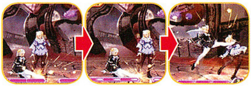
You can add further confusion to this set up by following the knockdown, using a MP Sunburst, and dash with a roll that puts you behind your opponent. The projectile will explode just as you roll behind them, and must be blocked the opposite direction. Unfortunately, these set ups can be avoided by the Street Fighter Alpha Ukemi system and the Darkstalkers and Red Earth Roll Wake Up ability. Against the Street Fighter 3 character's Quick Standing, your opponent will roll backwards and avoid the projectile initially, but Ingrid can still follow behind the Sunburst and go for a mix up when it eventually meets her opponent. Street Fighter 2 characters can perform a Delayed Get Up to ruin the MP Sunburst set up, but it will not affect the HP Sunburst pattern.

COMBOS

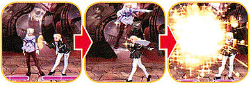
Cross-up HP → Crouching MK → Sunrize.



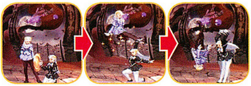
Crouching LK → Crouching LK → Sunshine.

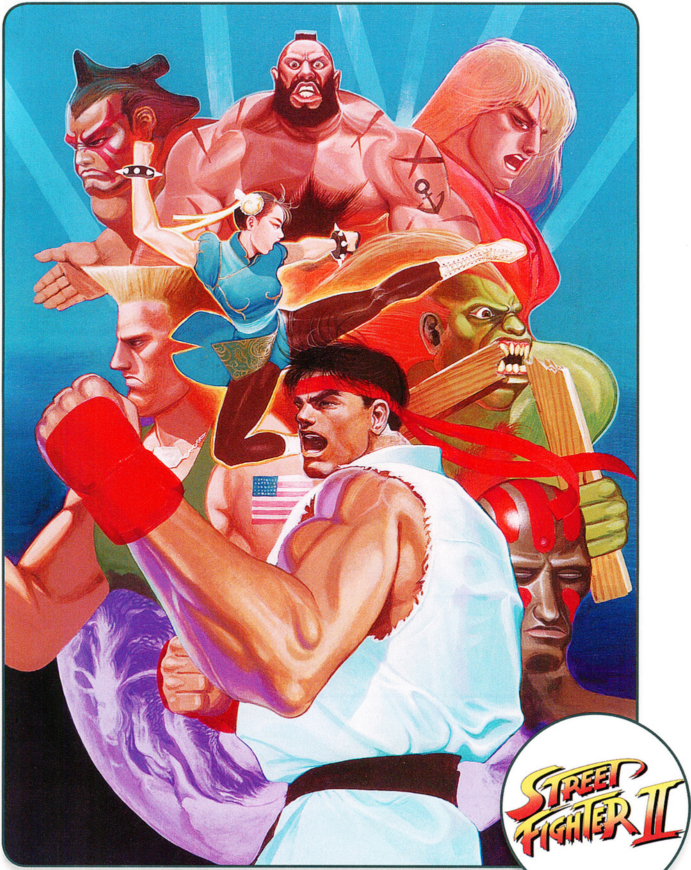


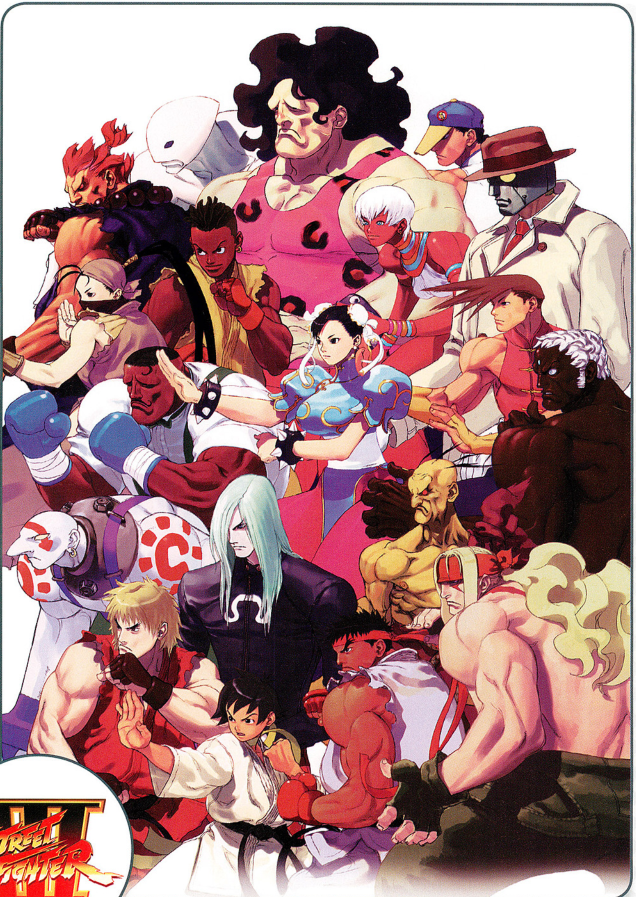
Sun Higher → Sunburst.



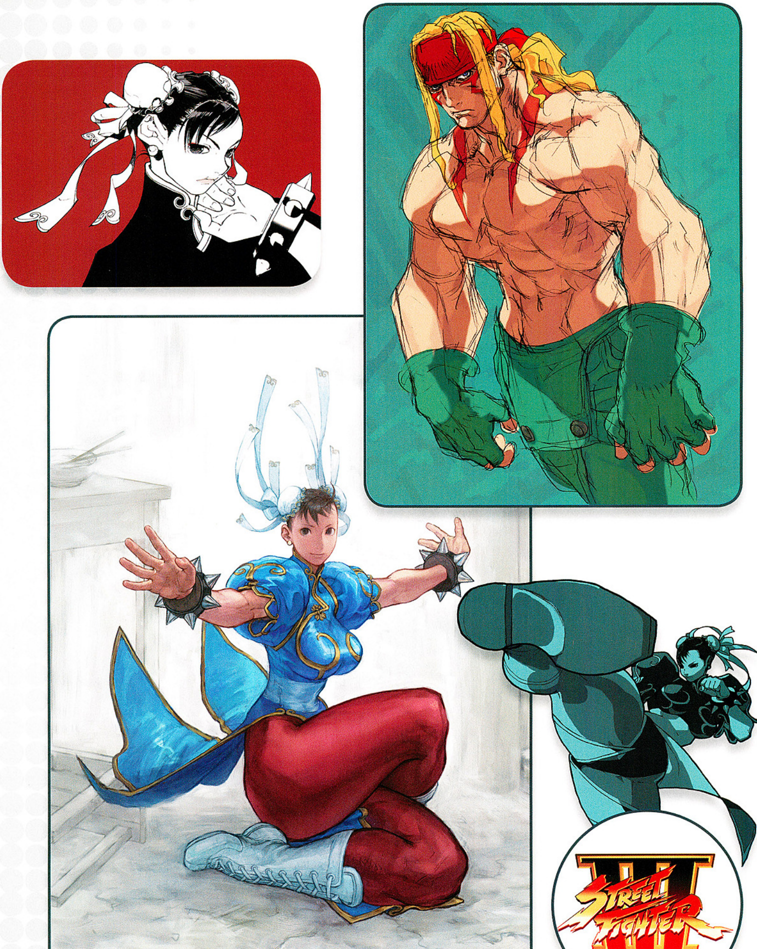
Sun Lower → Sun Delta.

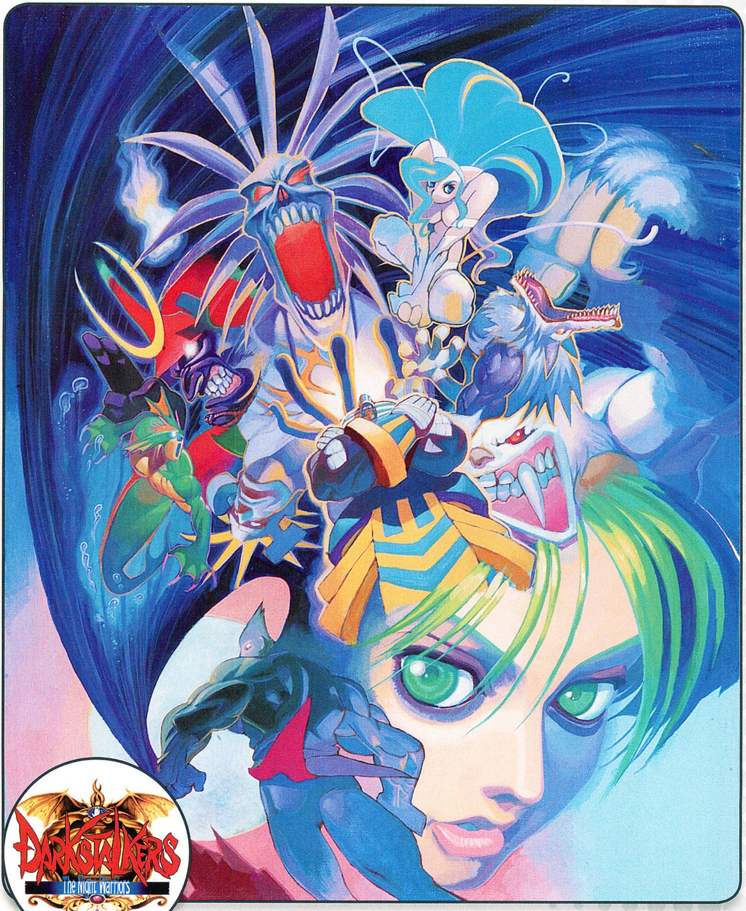



STREET FIGHTER II

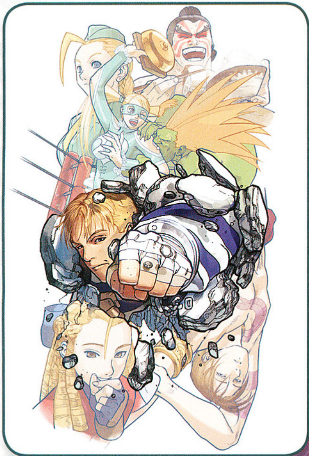


STREET FIGHTER III

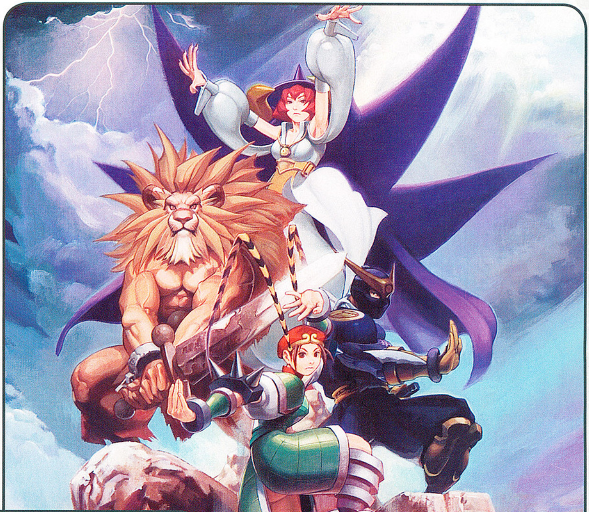

STREET FIGHTER III

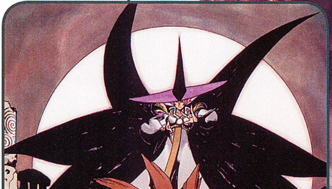


DARKSTALKERS
The Night Warriors

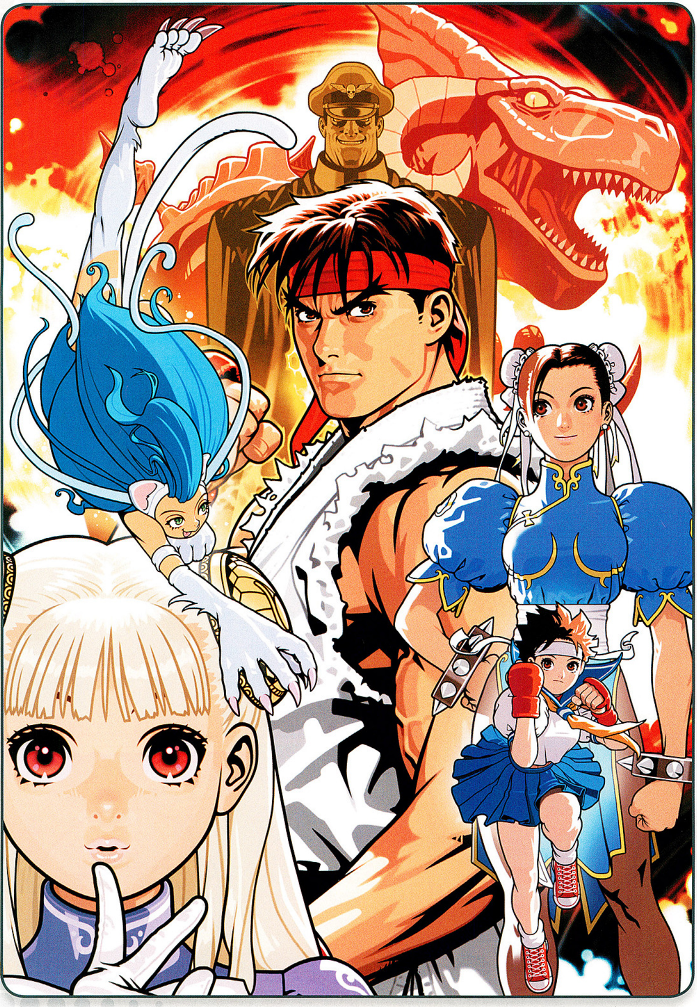


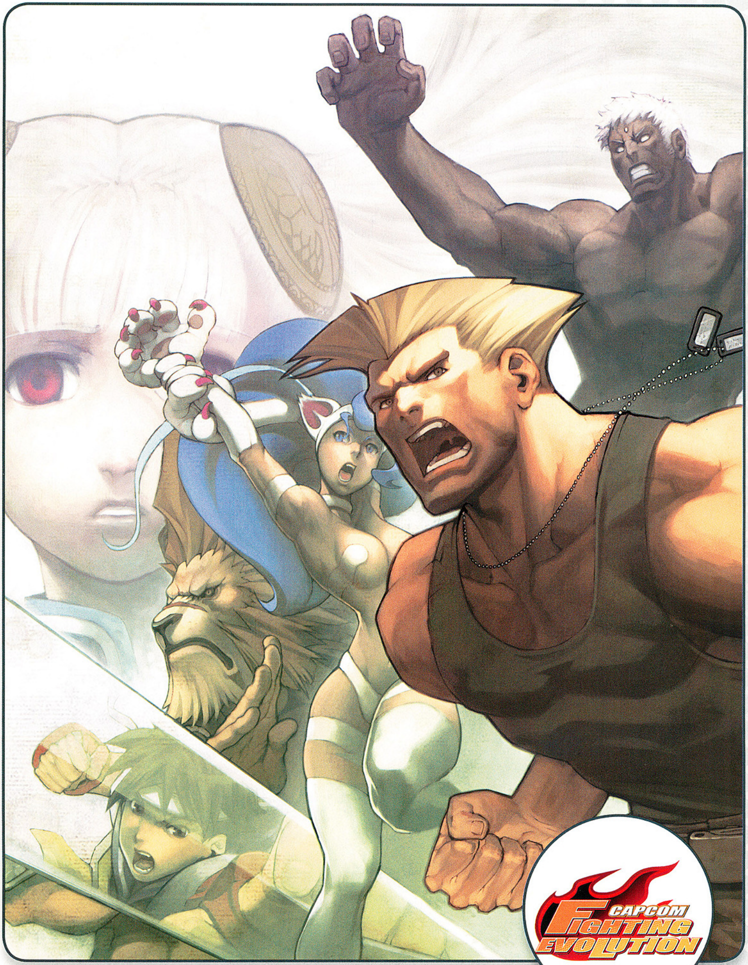
STREET FIGHTER ALPHA





RED EARTH





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FIGHT INGRID AS A SUB BOSS

To fight against the Sub Boss Ingrid, you must achieve the following conditions before the 3rd fight in Arcade mode.

Before the 3rd fight:

1) You must have no continues.

2) You must finish matches with a Super Combo or Custom Combo Finishes more than two times before 3rd fight.

FIGHT SHIN AKUMA AS THE END BOSS

To fight against Shin Akuma, you must achieve the following conditions before the 3rd fight in Arcade mode.

Before the 3rd fight:

1) You must not lose any rounds.

2) You must get three Perfect wins before the 3rd fight.

3) You must never take the "First Attack" more than five times before the 3rd fight.

PYRON SELECTABLE

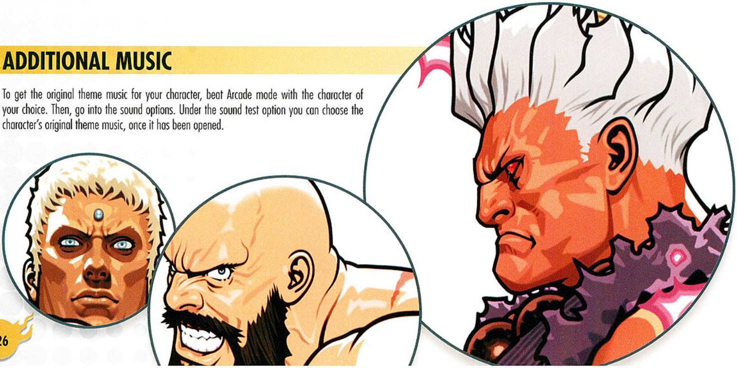
To make Pyron selectable, you must beat him in Arcade mode.

SHIN AKUMA SELECTABLE

To make Shin Akuma selectable, you must beat him in Arcade mode. To fight against him, follow the above conditions.

ADDITIONAL MUSIC

To get the original theme music for your character, beat Arcade mode with the character of your choice. Then, go into the sound options. Under the sound test option you can choose the character's original theme music, once it has been opened.



by Joey Cuellar, Adam Deats, and Artavan Mkhikian

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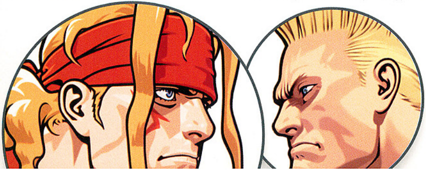

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